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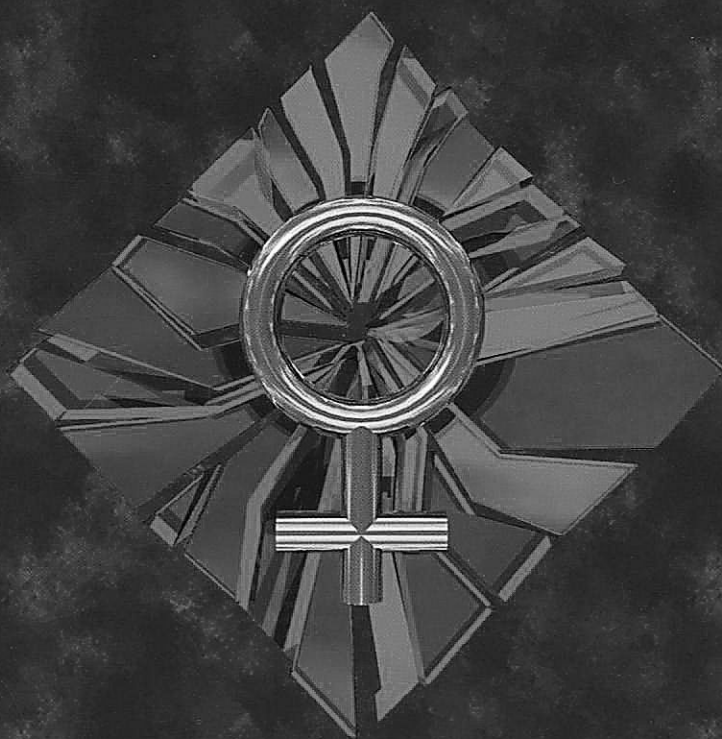




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Printed in Canada.

Published by:

Ianus Publications, Inc.

5000 D'Iberville, Suite 332

Montreal, Qc

Canada

H2H 2S6

Stock # ICP-115

Creative Team: Dream Pod 9

Special Thanks to Thaddeus Howze, Interface Magazine

Legal deposit: February 1994
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 2-921573-13-x



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PLAYGROUND



The following adventure deals with a subject that concerns many people. It is something that has impacted upon all our lives at one point or another through our loved ones, our friends, our family and maybe it is something that has affected us directly...

Rape.

It's funny how one word can make people squirm and feel uneasy. When we say the word, it's said with a hush and a whisper, the same way people spoke of cancer at the turn of the 20th century. The word 'rape' conjures images of brutal savagery and malice, a word not born out of love, but out of barbarity.

Many people may believe that they don't know or have never met anyone who has been assaulted, but that is not true. Many rape cases are not reported, be it date rape, child molestation, spousal rape or any other forms of abuse. Regardless, however, they are occurring in alarming numbers. The only way to stop these crimes is to break the silence and heighten not only public awareness, but public concern. We often tend to get involved after the fact, after the damage has been done and never look into how we can prevent it from occurring at all.

This adventure does not depict the reprehensible act of rape, though that is the catalyst for the adventure. What makes this scenario more horrific is the fact that the rape takes place in Virtual Reality and is, possibly, the worst rape of all, the rape of a mind.

At no time is the act of rape condoned or treated lightly.

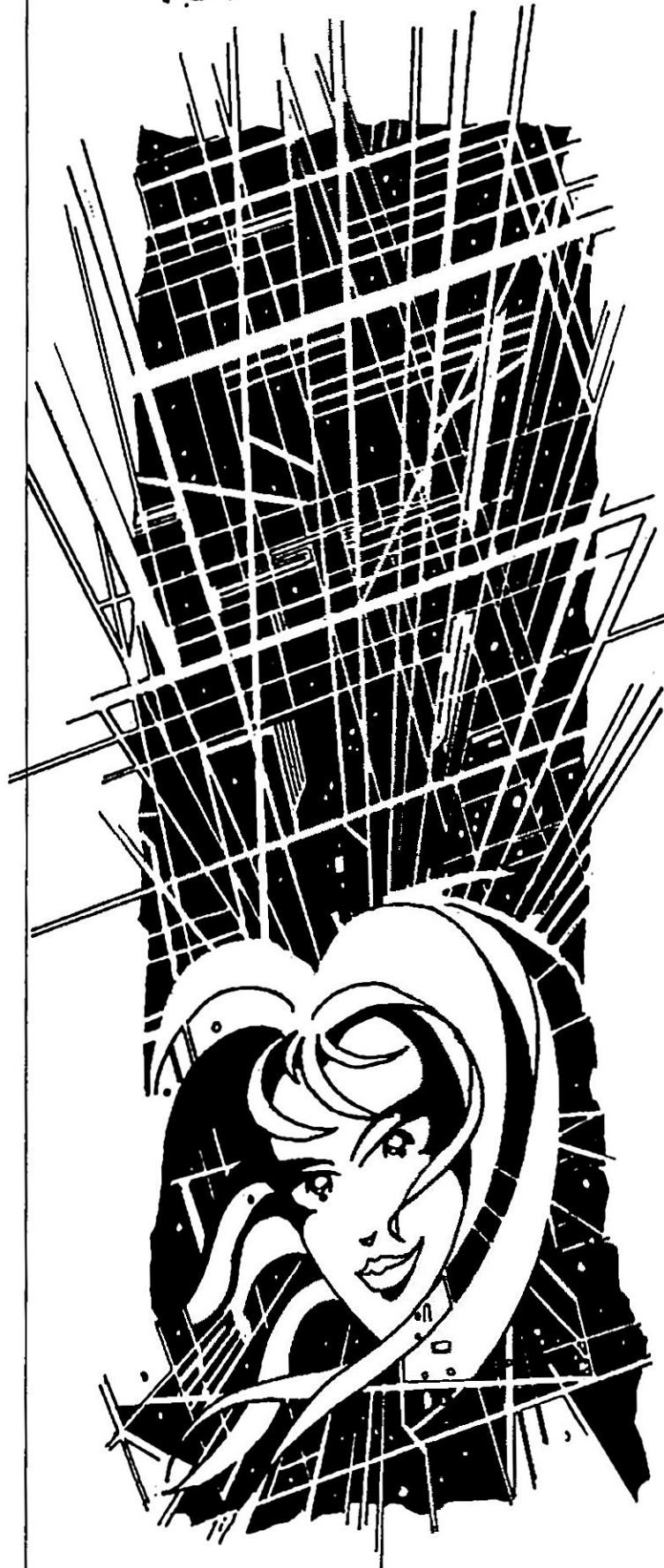
At the risk of preaching, it cannot be stated how wrong rape is and unjustified under any circumstance. Rape is never a matter of love or caring, it is a matter of

power and selfishness, barbarity and savagery. It is one of the darkest aspects of humanity and is an act that should have died when we as a people began to walk upright and think. It is an act of cruelty that shouldn't befit intelligent thought. Emotional, spiritual or physical, rape is wrong in all its forms and guises; nothing can justify its use and nobody should convince you otherwise.

It should be mentioned that though the act or thought of rape is not condoned, neither are the actions taken by the lead figure, Tarra Poulner, in her desire for revenge. It is wrong to imply that anyone who suffers through the abuse of a rape is capable of murder, but the actions of Tarra are born of situations taken to a great extreme.

In a future where the potential benefits of technology are often overshadowed by a greater misuse of such power, it would be naive of us to think that we would be exempt from such abuse.





FOREWORD

Welcome to the realms of the Playgrounds, virtual reality parks where pleasure seekers come to find the ultimate hedonistic experience, where the ultimate fantasies are only a phone call away and where the fun is the safest sex offered to date short of celibacy. Welcome to sex à la Cyberpunk, but as per Murphy's Law, something has gone wrong in this perfect little escape... It is Cyberpunk after all.

The following adventure is designed for the alternate reality universe for Cyberpunk. The subject matter and content of the module deal with serious adult topics and in no way does this module advocate the practice of anything presented herein. It is meant to show the misuse that could and would come about through the use of this type of technology.

This scenario can be used to introduce the player characters into the realm of vampire hunting. It is set against the introduction of a new virtual reality technology called "Nirvana". The strange dark world of Cyberpunk has just run headlong into the realms of the Night's Edge.

PLAYING TIPS

One of the greatest assets complimenting roleplaying and the setting of mood is the introduction of music to the playing atmosphere. Each adventure and situation requires its own feel, its own special touch that the storyteller imparts upon the group he GMs. Musical differences aside, one of the greatest sources of musical variety to be found comes from movie soundtracks.

For the following adventure, the soundtrack of Terminator II is recommended. The musical pieces are perfect for Cyberpunk and this adventure as they fit both the somber mood of certain situations and the action-packed sequences. Another good choice for this adventure would be pieces from the Black Rain movie soundtrack, particularly the tracks composed by Hans Zimmer. Encounters at the Freetail Club should be accompanied by heavy beat music with a certain flair for punk. Shriekback (Nemesis, Hammerheads, My Spine, Petulant) might serve well during these situations.

ADVENTURE BACKGROUND

PLAYGROUND HISTORY

This adventure begins close to two years ago when the Matsumo Rising R&D branch started developing Nirvana technology. This new tech focused on designing netrunner decks equipped with neuro-feedback sensors that would allow the netrunner to use all five senses while in the net. The push into Nirvana Tech was primarily made as a response to public demands to "create more realistic virtual reality simulations in the field of adult pleasure". The new research also allowed for the creation of the first Playground. The Hanging Gardens of Babylon, was, and still is, an on-line meat market that allows netrunners to dictate their threshold of pleasure and pain. It also enable them to engage in on-line sex with their ideal partner via the deck's built-in interactive private programs, all in the comfort and safety of home.

The initial test release of the product, coupled with the establishment of an on-line pleasure emporium, was greeted with such enthusiasm that Matsumo Rising's clientele found themselves having to book 3-6 months in advance for on-line time.

With the enormous success of Nirvana tech, Matsumo Rising tried to establish a hold on the new technology by filing lawsuits against other companies for copyright infringements when they began developing similar systems. Rival corporations countercharged that this attempted monopoly on new technology constituted unfair business practice. After a year in court, Matsumo Rising lost and other companies began developing and releasing their own Playgrounds.

Angered over the courts' decision and the potential loss of business, Matsumo Rising began developing anti-personal programs that could be used to sabotage other Playgrounds. The result of this gave way to the development of the Swarm, Shrapnel and Contagion programs. The only problem with the new programs was that Swarm was fraught with logistical errors that caused the program to malfunction quite often; Shrapnel turned out to be more destructive than anticipated and all data on Contagion was stolen before the initial test run. The final blow to the project came when someone broke into the offices of Matsumo Rising and stole updated versions of the Shrapnel and Swarm programs despite upgraded security measures.

ADVENTURE BACKGROUND

The adventure revolves around a main NPC named Tarra Poulner, one of the creators of the new pleasure emporiums. Tarra was a netrunner overseeing the virtual construction of the Playgrounds: she was a virtual architect. As such, she had

free access to the Playgrounds run by Matsumo Rising and could log on and off at any time.

At the time when Matsumo Rising was engaged in the court case to oppose the bid to make Nirvana Tech public domain, Tarra was online. She was visiting The Hanging Gardens of Babylon when she was assaulted by four other Netrunners and raped. Because the Playgrounds do not allow the user to enter the base with outside programs, Tarra was unable to ward off her four assailants. She was later found in the net wandering aimlessly in complete shock and she had to be forcibly ejected in order to get out.

Fearful of the further loss of business and potential bad publicity, Matsumo Rising quietly packed Tarra off for therapy and never divulged the news of the rape.

When Tarra began to recover from the incident, she was informed by the corporation that if she attempted to go either to the Police or Netwatch with the story about the rape, Matsumo Rising would not verify her story as all records of the incident had been destroyed; she would be discredited and fired. To ensure her silence, Matsumo Rising offered Tarra a substantial amount of cash so that she could "live comfortably".

Knowing that if she refused she would be killed, Tarra agreed to the offer and promptly vanished from the hospital after eluding the surveillance team keeping tab on her.

Tarra rented a sleep cubicle at a YWCA and is now orchestrating her efforts from there.





TARRA'S PLAN

Knowing that she cannot take on Matsumo Rising legally or prove that she was raped without evidence, Tarra decided to solve matters illegally. To that end she hired a Netrunner called Turboxx to break into Matsumo Rising. He was to retrieve any information about the corporation, especially their clients list, and to steal any program that Matsumo Rising had developed to sabotage other Playgrounds (Tarra had heard talks about the development of some new programs when she still worked at Matsumo Rising — the court case was just beginning). Turboxx accomplished his task and was able to not only steal the Swarm and Shrapnel programs, but also managed to retrieve a list of people who had visited the Hanging Gardens.

Deathly afraid of entering the net herself, Tarra is now using Slamdown, a solo, and Turboxx to track down the men on the list who were present around the time of the rape and having each one systematically eliminated. At the start of the adventure, three people have been killed by Slamdown in hit-and-runs using stolen vehicles while two others have been killed on-line by Turboxx using the Swarm program.

Tarra's plan is simple: she is going to eliminate all the men on the list who were present within a four hour window of the assault on her, then leave evidence indicating that Matsumo Rising was responsible for the programs used in several of the murders. She hopes the negative publicity resulting from an investigation will be enough to pull investors away from the corporation, which in turn might hopefully go bankrupt or at least be badly hurt.

WILD CARDS

What Tarra is unaware of is that Matsumo Rising has hired a solo firm called the Wild Hunt. Tired of the thefts of their programs and now aware that someone has eliminated five of their clients using the membership information stolen from them, Matsumo Rising has asked the Wild Hunt to track down the perpetrators, retrieve the stolen programs and quietly eliminate the thieves before they suffer negative publicity. As of yet, the police and Netwatch have not made the connection between Matsumo Rising and the dead clients, but if anymore murders occur, the inevitable tie between the victims and the corporation will be made.

What neither Matsumo Rising or Tarra are aware of is that the Wild Hunt is a vampire coven.

It should also be noted that the theft of the Contagion program has no bearing on this story and can be used as a red herring to draw the players away from their true purpose in this adventure or as material for future adventures.

HOOKS

As with any adventure, this one has a multitude of hooks through which the players can be drawn into the action. Rather than breaking down the hooks to fit the different roles, such as Corp, Nomads, etc, simple hooks are made available; the GM may modify them to best fit the party's situation. There is one thing of importance, though: it is necessary that at least one of the players be a netrunner or the party has a netrunner as a close ally due to some of the final action scenes of the adventure which may be resolved in the Net.

• Hook #1:

It would be silly to think that the players would be pure of virtue and never visit a playground for their own pleasure. Get real, this is Cyberpunk! This premise supposes that one of the players' names is present on the list of people who visited the Hanging Gardens of Babylon when the rape occurred and that the player is next to be eliminated. It would be up to the GM to decide whether or not the player will be attacked in the net by Turboxx or run over in public by Slamdown. If the player survives, then it would be a fair assumption that they'd be interested in tracking down the fellow who tried to off him.

• Hook #2:

Though not as personal, this version still hits home and is for players who knew someone killed on the net or run over. Eliminate a close friend, a beau or even family member to make it up close and personal and to show the senseless horror of the Cyberpunk world. Nasty place, isn't it?

• Hook #3:

For one reason or another, the players could be investigating the murders either on or off line (cops, medias, private eyes, good Samaritans — yeah right!) and come across information linking the murder victims to the Hanging Gardens of Babylon.

• Hook #4:

Who says the party doesn't have rivals, and what would a rival be if not annoying and the occasional hindrance. If the party has a netrunner or a friendly NPC as a netrunner, then Turboxx could be a professional rival of the player or NPC and decides to ambush the Netrunner on-line using the new programs. After all, why waste a good opportunity?

• Hook # 5:

This one is always fun. It's called the red herring. What if the players were supposed to meet someone for a clandestine rendez-vous (black market weapons, stolen merchandise, illegal implants, etc). However, as the players are about to meet their contact, he gets run over by Slamdown — he was the next person on the list. Regardless of whether the players catch Slamdown or not (great opportunity for a car chase scene here), the players might be suspicious as to the reason for their contact's death and as to whether or not it involves something he owned or "obtained". The meeting might even have been about something new that their contact wanted to share with them before he got waxed...





Sequence of Events



ADVENTURE TIMELINE

As stated previously, the players are racing against a deadline in order to stop the final event, the death of Tarra Poulner. If the investigation is left and not pursued, the scenario will play itself out to the aforementioned conclusion. Remember that the players are racing against the Wild Hunt in order to solve the mystery and possibly save a few lives in the process.

Keep in mind as well that this adventure is intended to introduce the players into the peril-fraught world of vampire hunting. The timeline listed below is the unhindered version of the timeline if the players do not interfere in the process. Remember that most of the activities done with the core members of the Wild Hunt are done at night while the day teams, comprised of humans, are merely the lookouts and hold limited information.

DAY ONE:

Through the various hooks and series of events, the players are introduced into the adventure. From this point on, the clock is running.

DAY THREE:

Having watched the Freefall Club for several days now, the Wild Hunt grows tired of waiting for Slamdown to appear. They attack T-Rex at the club with the intent of retrieving his MRAM "Business Ledger" chip and fail when a Trauma Team pulls T-Rex out of the firefight. T-Rex is hospitalized that evening, but the Wild Hunt visits once more and succeeds in not only disposing of T-Rex, but also in obtaining the MRAM chip.

Turboxx hears about the attack on T-Rex and goes into hiding at his girlfriend's apartment, having been unable to reach Slamdown.

DAY FOUR:

Through T-Rex's MRAM chip, the Wild Hunt learns that Slamdown was hired with a partner called Turboxx by a mysterious woman named Jane Doe #7. After learning of his whereabouts through the chips, Slamdown is visited, questioned and killed by the Wild Hunt. They learn that Turboxx is responsible for the murders on the Net and is the one who receives the payments from the mysterious woman. They also discover that it is Turboxx who assigns Slamdown to certain targets with the client list.

Turboxx's apartment is searched by the Wild Hunt. They learn through photos that are lying around that Turboxx has a girlfriend.



DAY FIVE:

The Wild Hunt locates Turboxx at his girlfriend's place and question him. They learn that Turboxx suspects the mysterious woman to be an ex-employee of Matsumo Rising and that the clients to be terminated all visited the Hanging Gardens of Babylon within a four hour window. From this information, Matsumo Rising is able to inform the Wild Hunt that the person responsible is most likely to be Tarra Poulner. The Wild Hunt recovers the stolen programs, terminates Turboxx and begins backtracking Tarra through the courier company she uses to pay her assassins. A member of the Wild Hunt is also left behind to terminate Turboxx's girlfriend when she gets back home in order to tie up all loose ends.

Tarra, realizing something is going wrong, mails away through E-Mail a copy of her journal to her mother. The journal never makes it because it gets lost in the Net.

DAY EIGHT:

The Wild Hunt determines where Tarra is living by the courier company's records and proceeds to apprehend her. By this time, Tarra, aware that T-Rex, Turboxx and Slamdown are dead, begins to deteriorate mentally. Seeing everything fall apart around her, Tarra decides to enter the Net one last time and openly attack The Hanging Gardens of Babylon.

Her hopes are that her actions will lead to an investigation that is bound to uncover the truth and will destroy Matsumo Rising in the process. She, unfortunately, cannot handle being in the Net and begins attacking netrunners on-line, killing a few. While this is happening, the Wild Hunt discovers her body jacked-in and sends in Digit-Ice to terminate her. Digit-Ice uses a Firestarter, an anti-personnel program, to kill her and to destroy any information contained in her deck.

The Wild Hunt retrieves any evidence linking Tarra's actions to Matsumo Rising and burns down her sleep cubicle to further destroy all evidence. The fire is later attributed as having started within her deck.

The official story from Matsumo Rising will be that Tarra, an unstable ex-employee, tried to discredit the company by killing clientele after she was fired for endangering the lives of her co-workers. Probable cause of instability is cyberpsychosis.



DECEASED NPCs: THE DEAD DON'T TALK

This section is for the GM who wishes to put the players through the entire investigative angle of this adventure, or who is using Hook #3 to draw the players into the action. In this case the GM may wish to begin the adventure a few days before Day One on the Adventure Timeline section in order to get the investigative aspect of the murders rolling. This section will basically cover the events leading up to Day One including the clientele already murdered by either Slamdown or Turboxx. This section is for those players who like to leave no investigative path unexplored and might wish to discover for themselves the common link between the victims. The murders of the clients begin ten days before Day One and are indicated as T- Minus Day 10, T-Minus Day 9, etc.

T-MINUS DAY 20

Tarra contacts T-Rex after she remembers hearing about him. She pays upfront through courier and is assigned Turboxx and Slamdown to help her.

T-MINUS DAY 18

Tarra talks to Turboxx over the phone and tells him to break into Matsumo Rising to retrieve any information he can dealing with the Playgrounds and new R&D programs.

T-MINUS DAY 17

While working on removing the programs from the Pleasure Decks (see *Playground Technology*), Turboxx accidentally discovers the hidden signatures needed to bypass the security checks.

T-MINUS DAY 15

Turboxx has successfully removed the Pleasure Deck programs and transferred the signatures into his programs. He enters the Gardens by sneaking in on someone else's appointment after he Flatlines their deck. He accesses some files and the programs, but is unable to approach the black ops files.

T-MINUS DAY 14

The information is sent to Tarra via a courier who is hired by her to pick up the parcel from Turboxx and return it to her (he's also paid extra to forget where he dropped off the parcel and to whom).

T-MINUS DAY 11

Tarra sends the information on the first two targets to be hit for Turboxx to pass along to Slamdown. Payment in half is made, the rest to be given after completion of the assignment. Matsumo Rising hires the services of the Wild Hunt.





T-MINUS DAY 10

Slamdown doesn't bother with surveying the situation and runs the first target over.

• Victim # 1:

Joshua McLeavy, age 38, employed as data technician for a small repair company. He was killed at 8:50 PM when hit by a Toyo-Chevrolet '17 Chevy (ChromeBook II, pg: 92) outside a neighborhood bar. No license plate number was recorded, but the vehicle was found four blocks away abandoned and clean of any prints. The vehicle had been reported stolen earlier in the evening.

Joshua was married and kept his Pleasure Deck at work so his wife wouldn't know. There is nothing to connect him to the Hanging Gardens of Babylon with exception of the Pleasure Deck. He wasn't responsible for the rape.

T-MINUS DAY 9

Turboxx receives the money for the completion of the assignment which he forwards to Slamdown.

Matsumo Rising develops the new Shuttle Bus program to escort clients (the program was worked on by close to 25 technicians, working day and night to have it ready within days).

T-MINUS DAY 8

Slamdown tracks down the second victim and kills him.

• Victim # 2:

Allen Bayfield, age 42, employed as security guard for property lot. He was killed at 11:27 PM while doing his rounds. No witnesses, but on-site security cameras show a Dodge Carnival '19 entering the lot and leaving at the time of the murder. No picture of the driver, but the license plate is WRX-122-BL. The vehicle was reported stolen earlier during the day, but it has yet to be recovered.

Allen was single but lived with two roommates. The Pleasure Deck was a joint purchase by all three. None of them were involved in the rape.

T-MINUS DAY 7

Second payment is received as well as the next two target assignments.

T-MINUS DAY 5

Slamdown cannot approach the next target to run him over since he spends most of his time in the Net or with friends. Turboxx decides to wait for the guy in the Net since he does have the location where he jacks in.

T-MINUS DAY 4

A double hit. Slamdown runs the 3rd victim over in a parking lot while Turboxx ambushes the 4th victim in the Net.

• Victim # 3:

Singh Praka, age 25, employed as bank investigation clerk. He was killed at 12:23 PM while leaving for lunch in his building parking lot. The car used was Singh's own Toyota Avante (p. 125, Cyberpunk 2020). Witnesses say the driver was wearing a mask. The car's homing device lead to the discovery of the vehicle in an alley three blocks away.

Singh lived with his family and was the oldest of five children. His younger brother knows about the Pleasure Deck, but won't mention it unless it could help lead to his brother's murderer.

• Victim # 4:

Laurence "Radburn" Avery, age 16, student at local High School. He was attacked at 11:50 PM by an unknown program (Shrapnel) that killed him before he could punch out. The cyberdeck was also hit with a Poison Flatline that purged most of the deck's information.

Laurence lived with his family who recently discovered his Pleasure Deck and confiscated it from him (Matsumo Rising had called to inform Laurence that his Pleasure Deck had been repaired — updated hidden signature — and his parents overheard).

The Wild Hunt begins scoping out the Freefall Club.

T-MINUS DAY 3

Payment for the last two hits are sent as well as the assignments for the next targets. Turboxx recognizes one of the names as a Netrunner he knows and decides to go after this one as well. He sends the rest of the info to Slamdown, who doesn't open the package until Day 1, after coming down from a weekend 'dorph binge.

T-MINUS DAY 0

John finds his target and barely manages to terminate him.

• Victim # 5:

Jerome "Angelfish" Cortez, age 27, listed as unemployed. Cortez was killed at 3:34 PM when attacked and frozen by a Stun program, then hit by an unknown program (Shrapnel) that killed him.

Jerome lived with his girlfriend, Sharon, who wasn't present when he died. She knew about the Pleasure Deck and used it herself a number of times. Sharon wasn't aware of it, but Jerome was one of the people involved in the rape.

Anyone of these murders can be substituted by another if the GM wishes to kill someone whom the players know.





ENCOUNTERS AND CLUES

Note that regardless of the different entry hooks into this adventure, the Freefall Club is the likely beginning spot for any of the investigations. The way to draw the players to the Freefall Club is simple. Any player encountering or hearing about Slamdown's method of murder can use the Streetwise skill to determine who uses that M.O. and, after that, learn where he has been known to hang out (the Freefall Club). The same applies for Turboxx in that street talk says the one killing people on the Net uses a funny box-like logo as his icon. Further information reveals him to be called Turboxx and that he's handled through a fixer agent called T-Rex at the Freefall Club. This method is good for Hooks # 1, 2, 4 & 5.

For Hook #3, the players investigating the murders (after learning that the victims were clients of Matsumo Rising's 'Hanging Gardens'), could also learn through street contacts that the Wild Hunt is also looking into the murders and that the word is out that they might be muscle for Matsumo Rising. This could eventually lead back to the Freefall Club through Slamdown's M.O. or watching members of the Wild Hunt. Please note that this method is timely and requires a lot of legwork. For this avenue of investigation, the GM may want to allow the players more leeway, in terms of time, to discover the common link between the murder victims before the Freefall Club is hit on Day 3.

For more help on tracking down information using Streetwise, see the section entitled *Street Talk*. It will give you a general idea of how easy or hard it will be to get information on certain individuals.

Please remember that the above information shouldn't simply be handed away; no information comes for free, everything has a price tag. It's up to the players to find a way of retrieving the information from their street contacts, whether it be threats, money, seduction, favors or anything else, just as long as they have to work for it and aren't handed the information on a silver platter.





OVERVIEW

Welcome to the Freefall Club, a reconverted warehouse now nightclub in operation for the past two years. It's run by T-Rex, a successful fixer turned agent. The club is fairly popular with the 18-25 year-old crowd for its huge dance floor, newest music and hideaway spots scattered abundantly throughout the place for those private tete-a-tetes.

The Freefall Club also features Freefall Tubes, gigantic Plexiglas tubes that extend from the basement floor to a third story diving ledge that allow patrons to jump into the tubes. At the bottom of each of the twelve tubes is a huge turbine fan covered by grating that allows the customer to dive into the tubes and experience freefall while hovering in place, suspended by the updrafts. Wednesday, Friday and Saturday are DiverDancer Nights, where freefall strippers perform for the customers. This is by far the biggest draw to the Club. The house's specialty is soft alcohol drinks at reasonable prices and a good selection of hard alcohol at a slightly higher cost.

Another club attraction is the Underwalks, located in the basement and surrounding the dance floor. The Underwalks is a jungle of support beams, crisscrossing pipes, girders and I-Beams holding up the first story platforms. A perfect place for lovers who want to be alone, people looking for a hideaway to conduct business without prying eyes or simply a place for a quiet respite from the lights and sounds of the club. The Underwalks also feature a quiet lounge hidden deep inside the latticework of pipes and beams.

With exception to the dance floor and the Underwalks, the entire club is built with an open air design. Above the dance floor are ledges and half levels but no wall to interfere with the sights of the Freefall Tubes or the other ledge areas. Provided one can see over the crowd, a patron can stand at one end of the bar and see the opposite wall.

The club caters primarily to young corporate men and women and is one of the lower scale trendier bars. Blackmarket business deals can be and are conducted here on the say so of T-Rex, with exception of illegal weapons and cyberaugmentments which T-Rex generally prefers not to have to deal with in his club.

The club opens at lunch hours for drinks and light snacks from 11:00 AM to 2:00 PM, then again for the night and after work crowd from 4:00 PM to 5:00 AM. At most the club can hold upwards of a thousand partygoers at tables and on the dance floor, though it does get a bit squeezed.

After the Day 3 raid, the club will be closed down for at least a month due to heavy property damage. If T-Rex is killed at any point during the adventure, the club will close permanently (unless somebody is willing to front the euros to buy the place — perhaps the characters?)

MAP KEY

- 1- **Outside Facade.** With exception to the booming music and digital marquee over the front double doors, nothing really indicates that the Freefall Club is anything but an old warehouse. After 8:00 PM, the lineup outside the club begins and by 9:00 - 9:30 PM, the waiting line is a good half-hour long. The door is guarded by two bouncers with a third one just inside the door.
- 2- **Ticket Booth:** Carpeted stairs go up a little before coming to a landing with an old style movie ticket booth located in the middle of the stairs. Admission price for the club is 7 Eb and you get your hand stamped with Glow-Ink. The stairs continue up after the landing for a half story before coming to an open glowing archway manned by two bouncers who check the stamps.
- 3- **Entrance:** As you enter, the floor is covered with a Glow Mat. Everytime someone steps on the mat, it leaves different colored footprints. The mat is a kaleidoscope of footprints in a seemingly chaotic jumble of different colors and size. As people walk by, the pattern changes as a new print takes the place of an old one. To the right of the entrance are two bathrooms being frequented by a steady stream of people. Directly ahead of the entrance is a coat check booth set into the wall. Above the coat check booth is the main Landing, with tables overlooking the entire bar, including the entrance way. To the left of the entrance is a set of wide brim stairs that lead up half a level into the club proper.
- 4- **The Overlook:** It surrounds the entire dance floor and Freefall Tubes, affording the best view of the dance floor if one wants to sit for a drink. The west side of the Overlook also leads up to the Ledge, the main bar area. The south side of the Overlook is closest to the emergency doors and is where the first Wild Hunt team situates themselves in the bar on Day 3.
- 5- **The Ledge:** It is the largest table area in the entire club: it takes up close to one side of the warehouse and is half a level above the Overlook. This is usually the prime location for seating arrangements when the club starts to fill up and holds the best view of the club in its entirety (with possible exception to T-Rex's private booth in the corner).
- 6- **Backbar:** This area is simply a room behind the Ledge bar to store empty bottles and cases. The room also holds two

busboys responsible for cleaning the dirty glasses throughout the night and a fridge to store light snacks for the lunch crowd.

- 7- **T-Rex's Private Landing:** This area is half a level above the Landing and is reserved by T-Rex for private parties and business drinks. T-Rex's table even hosts a fold-up laptop on opposite sides of the table for those transactions when discussing prices quietly is important. T-Rex never leaves any information chip in the laptop and clears the memory buffers when finished with any business.
- 8- **Storage Room:** Exactly what it says: it's used to store the drinks. Stairs here lead down into the alley where the supply trucks drop off the alcohol. A winch system brings up the heavier kegs. Unbeknownst to most, apart from T-Rex and his five guards, a section of the stairs near the bottom open up and lead down into T-Rex's basement office. The trap door can only be opened from within the office.
- 9- **Private Bar:** This area is located on the north side of the Overlook and is a much smaller version of the Ledge. It holds a small bar and can seat up to thirty people. This area is used for groups or parties that manage to reserve the spot ahead of time (200 Eb an hour pay for the drinks, munchies, private bartender, waitress and a Freefall Tube reserved for the party.) This is usually favored by corporates for small private business parties. It also features fold up laptops at one of the tables for business deals.

If no party is being planned for the evening, the laptops are removed and the area is opened up to the customers.
- 10- **The Freefall Tubes:** There are 12 Freefall Tubes surrounding the dance floor that extend from the basement floor to the third story diving ledge. The Tubes use giant turbine fans just below the dance floor level that are covered by a metal grate. The turbine fans generate enough winds to provide an updraft to keep the person in "freefall" for one to two minutes (depending on the waiting line, the programs can easily be changed). Once the time is over, the air shunts are slowly opened, allowing the person to float down to the bottom and exit through a one-way door to the dance floor.

The tubes are accessible by stairs that go up to the diving platform. The tubes are sealed at the top via a trap door grate. The grates are equipped with sensors that will not reseal the air shunts until only one person is on the grate. After the turbine has reached sufficient speed, the trap door grate is activated and drops open at the same moment the air shunts are sealed, releasing the customer into the Freefall Tube.

To prevent mishaps, T-Rex has the tubes and turbines checked twice a week, before and after the weekends.
- 11- **The Dance Floor:** What would a popular nightclub be without a large dance floor and great music to accompany it? The

dance floor is equipped with the same Glow-Mats that are found at the entrance and do provide an interesting backdrop against the already blaring lights and glow clothing worn by many of the customers. Surrounding the dance floor are the Freefall Tubes filled with screaming club-goers (not that you can hear them) and the Underwalks beyond them.

- 12- **The Underwalks:** As previously explained, the Underwalks contain the support beams and pipes for the Overlook and Ledge above. Extra pipes, tubes, half-walls and I-beams have been added to give the place a very cluttered, cyberfeel to it. It's dark and perfect for finding small niches and secluded alleys for a variety of needs. Located in the west area of the Underwalks is a quiet lounge with a small bar, bartender and waitress along with several couches and comfortable chairs. T-Rex might sometimes come here to discuss matters with a new love interest.

Very few people are aware of it, but the Underwalks are equipped with several hidden nightvision cameras and mikes placed in strategic locations. Being an information broker doesn't mean you wait for the info to come to you. Besides, just having the info doesn't mean he'll use it, T-Rex just wants to insure that he's still on top of things.

- 13- **T-Rex's Office:** Located directly below the storage room, T-Rex rarely uses this office for anything more than balancing the ledgers and receipts. The room does have security monitors as well as recording devices that pretty much run while the club is open (from those located in the Underwalks). After closing time, T-Rex scans the recordings for anything interesting and records over the rest. T-Rex already has a collection of twenty visual and audio recordings of interesting rendezvous, clandestine business meetings, blackmarket sales, blackmail material, etc. (This is a great launching point for other game stories that the GM may wish to pursue later).

The picture on the wall behind T-Rex's desk is actually an altered keypad. The picture is of T-Rex's old gang, the Rockets. There are fifteen people in the picture including T-Rex at a younger age. Behind the picture is a touch sensitive pad flush with the wall with the numbers and letters removed (i.e. it's blank). In order to activate it, the different members of the gang have to be touched in a variety of places to produce the correct code. Counting the gang members from left to right, the sequence is...

7- Left Hand, 3- Head, 11- Gun, 1- Head, 4- Chest.

The players may notice that certain parts of the picture are faded from having been touched (Awareness-Notice skill, DL 20). After three failures, however, the keypad locks up and doesn't reactivate until fixed by T-Rex.

What the keypad opens is the secret panel to get behind the stairs. Also in this alcove are copies of T-Rex's MRAM chips, records of his transactions, the 20 recordings kept from the

hidden cameras and mikes and an Arasaka Rapid Assault Shotgun 12 (p. 53, *Cyberpunk 2020*: WA:-1/ Con:N/ Avail: R/ Damage: 4d6/ #of Shots: 20/ ROF: 10/ Reliability: St).

- 14- **D.J. Booth:** (Not shown on map) The D.J. booth is located above the dance floor in the catwalks of the warehouse. The booth is a remodeled warehouse office cab and also houses a technician overseeing the Freefall Tubes below. He can immediately shut the system down in case of an emergency or rectify most electrical problems right there.







ENCOUNTER: T-REX

It's usually a rule of thumb that T-Rex can be found somewhere in the club since his apartment is above the nightclub. From around 6:00 PM to closing time, T-Rex can either be found in a private booth conducting business, behind the bar entertaining a group of friends or on the dance floor with a woman he may be trying to impress. T-Rex loves conducting business as long as it means profit for him and it is for that reason that he will rarely refuse to meet with someone to discuss some sort of transaction. To approach T-Rex, people usually have to go through one of the two security guards present.

In terms of information, T-Rex never gives anything away for free, unless it's to entice someone to pursue the matter further.

SECURITY

At all times T-Rex is watched by two bodyguards that always (well, almost always) remain an arm's length away. In addition to those two immediate guards, three women dressed as club goers will always be around the premises somewhere, as long as it's within eyesight and earshot of T-Rex. Apart from those five, the club also hosts 10 bouncers who also double as bartenders and door security, 8 waitresses and 5 busing personnel. All security within the building are armed and know how to handle a piece.

THE WILD HUNT

At all times the club is watched by the Wild Hunt. At any time the club is closed, which is during most daylight hours, the Wild Hunt uses their human teams to watch the front door from a hotel across the street. The back door is watched from an apartment overlooking the back alley. The apartment belongs to a couple who are currently on vacation and aren't expected to return for another month. The outside team is working in pairs for an eight hour shift before they get replaced (see *Wild Hunt* section for time tables and team M.O.'s). Their purpose is simply to observe the club and, if Slamdown is spotted, to follow him to his hideout and report back.

The night shift of the Wild Hunt consists of either Bolt or Whisper who remain within the club as clientele as well as the two outside pairs. Standard operating procedure dictates that the three teams maintain in contact via hidden mikes. If the inside team gets in trouble and needs to hightail it out of there, one of the two outside teams will provide cover fire while the others make good their escape.

CLUES

Most of the clues or information needed by the players comes from T-Rex; this is assuming the players can reach T-Rex before

the Day 3 raid. As always, when confronted with the possibility of a business proposition, T-Rex will be all ears. He will not be threatened into giving away any information and will certainly not hesitate in using his "muscle" to deal with the characters.

If T-Rex is approached by the players inquiring about Slamdown, Turboxx or the murders, T-Rex will not give them any information on their whereabouts for the simple reason that both Slamdown and Turboxx are his employees, and giving out information about one's employees or clientele is bad for business.

The best way to approach T-Rex is to be cordial with him and to offer something in exchange. T-Rex will offer to set up a meeting with Slamdown on the condition that they 1) don't try killing Slamdown or aren't there to bust him (he will take measures to insure that) and 2) they first find out who's been snooping around his club (Whisper and Bolt) and why. He will identify either of the two Wild Hunt members to the players to start them out, but asks them not to conduct the investigation in the club.

The meeting with Slamdown can be set, but be aware that it'll all be for nothing since the club will be hit on Day 3, before the meeting set-up.

The other way information can be obtained from T-Rex is the way the Wild Hunt wants to do it. T-Rex is outfitted, apart from his other cybernetic implants, with a chipware socket and several MRAM chips. The chips are primarily used for his business with his "Better Business Chip", "2000 Drinks at your Fingertips", "How to be a Fred Astaire", "Max Lover", "Better Banking at Home", "5000 Quips, Jokes and Anecdotes", etc. The chip that interests the Wild Hunt is the "Business Ledger", a chip that holds all of T-Rex's business transactions and employee records. The Wild Hunt ascertained he used this chip by talking with some people that T-Rex did business with. They are correct in that the chip holds the info they need to find the whereabouts of Slamdown and a reference as to who hired him.

If recovered, the chip holds the following information:

- 1) *T-Rex was approached by courier and later over the phone (no visual) by a woman who is listed as Jane Doe #7. He recommended Turboxx and Slamdown to her.*
- 2) *She paid 2000 Eb to hire Slamdown and another 2000 Eb to hire Turboxx for a limited duration. This was a little over 2 weeks ago.*
- 3) *The address for Slamdown and Turboxx is listed.*

Note: T-Rex does not know Turboxx's real name, though he does know the name of Slamdown: Mark Teiper.

If, somehow, the players are unable to obtain the information through T-Rex, they should be able to use their street contacts to find Slamdown, though this may take longer.





ASSAULT ON THE CLUB

Be familiar with Wild Hunt protocol involving the teams before running this section. As stated before, the Wild Hunt has been monitoring the club for a number of days now, to no avail. On Day 3, the Wild Hunt will attack the club in an effort to obtain the chip, but will fail to do so. They try again later at the hospital and manage to succeed this time.

Here's the breakdown of the events...

7:15 PM

First Enforcer Team of the Wild Hunt enters the club and positions themselves at the tables on the south side of the Overlook, above the dance floor.

7:40 PM

Whisper and Bolt enter the Freefall Club and begin positioning themselves close to T-Rex. The second team outside is using the hotel across the way and the apartment in the back to cover the available exits (2 team members in each).

7:55 PM

One of the bodyguards becomes suspicious when he spots Whisper hovering close to T-Rex. He attempts to warn T-Rex, forcing Bolt to begin the assault early.

The four members of the Wild Hunt located on the Overlook begin dropping tear gas and flashbangs into the crowd below to create confusion. Two then start picking off potential threats (i.e. the bouncers and security) while the other two cover them and the south overlook emergency exits. This is to insure the Wild Hunt have a means to escape later.

Whisper and Bolt attempt to reach T-Rex on the dance floor, but are blocked by the bodyguards and the panicking crowd. Flying bullets shatter six of the Freefall Tubes causing high winds to rip through the club.

T-Rex ducks into the Underwalks and enters his office. He goes through the secret passage in the stairwell and attempts to escape through the rear door into the back alley. He is hit by sniper fire by the team in the back alley apartment, but manages to make it back into the stairwell. Realizing he's hurt and trapped, T-Rex activates his Trauma Card.

7:57 PM

Bolt breaks into the office while Whisper is fighting some of the guards and discovers T-Rex isn't there. Bolt takes anything that the cameras and mikes might have recorded to insure no evidence is left behind. Not aware of the secret exit, Bolt and Whisper must fight their way back out and begin the order to retreat; the operation wasn't a success.

8:01 PM

The Trauma Team arrives within 6 minutes via the rear office entrance and provides cover fire against the snipers in the back alley apartment. T-Rex gets rescued before Whisper and Bolt can even make it up the stairs.

8:03 PM

Whisper, Bolt and the other members of the Wild Hunt use flashbangs and tear gas to cover their escape through the south alley exits just as the Trauma Team pulls out with T-Rex.

Body Count:

Club patrons: 17 dead, 33 wounded.

Wild Hunt: 2 dead (Humans), 1 wounded (human: managed to escape).

Club security: 6 bouncers dead, 2 wounded.

T-Rex's personal security guards: 3 dead (Including the 2 personal bodyguards), 2 wounded.

11:50 AM

Digit-Ice enters the Net and breaks into the hospital files. He retrieves the location of T-Rex and changes the dosage of the painkillers he's to be administered (the drug is Morphine, a narcotic still being used in non-emergency cases; at higher doses it induces a deep sleep).

2:20 AM

Bolt enters the hospital and locates T-Rex's room. He retrieves the MRAM chips from the unconscious T-Rex and injects air with a hypo needle into his bloodstream that causes T-Rex to suffer a throat embolism. T-Rex chokes to death.

Final notes: if the players manage to save T-Rex from the Wild Hunt at any time, he'll put them in touch with Slamdown to return the favor. This also means that if the players interfere with the Wild Hunt in any way, they will be investigated by them and eliminated if they pose a possible threat.

Another option might be that the Wild Hunt begins tailing the players, allowing them to do the detective work for them. If the players discover what has been occurring and track the murders all the way to Tarra, then the Wild Hunt will step in and attempt to eliminate all the loose ends, including the players. How fast it takes the Wild Hunt to find the players and track them down is up to the GM based on the popularity of the players. Remember that the Wild Hunt is proficient in learning street secrets.





LOCATION

Mark Teiper, a.k.a. Slamdown, lives in the seedier part of town in a rundown apartment building. He likes it here since nobody sticks their nose in his business and the local punks know him well enough not to cross his path. His choice in living quarters also has to do with the fact that Mark may make good money, but he's better at spending it real fast trying to impress women, buying or updating equipment or using it on his daily intake of Burner, a version of the 'dorph drug.

His apartment is a 1 1/2 bachelor pad nightmare with fast food cartons, mercenary and auto magazines along with unwashed clothing littering the floor and table. The sink is filled with food encrusted plates which have not been washed for a good month. Unrecognizable articles infest the dark dwellings under his couch and bed. The other occupants of the apartment are rats living off the refuse and whole herds of roaches dwelling within the walls. The fridge is filled with some alcohol and three half-covered meals from restaurants of long past, now unrecognizable. If it weren't for the litter, the apartment would be Spartan in design with the kitchen table, work table, the television, varied mismatched chairs and the couch which doubles as the bed decorating the entire establishment.

Mark doesn't come here very often. Once the assignment is complete and he has enough money, he's hoping of just taking a few necessities and cutting out of this rat hole rather than just cleaning it up (two house cleaning firms have already turned him down). This wouldn't be new for Mark and is part of the reason why he's so difficult to trace. He cuts out of the lease of apartments early and signs under new ones with fake ID. He's registered here as Jerry Orwald.

ENCOUNTER

There is usually a 1 out of 6 chance (1 d6) that Mark is actually here, regardless of the time of day. Apart from that he's probably out making purchases, scoping out someone on the list of Matsumo Rising clientele for the next hit, out on the town (he's been trying to impress a new waitress at a bar called Maxidize, which is also the reason why he hasn't been at the Freefall Club) or just crashing at a motel since he's either too smashed or too lazy to make it back.

When Mark is not at the apartment, he has a small booby trap rigged to the door to dissuade intruders. He isn't worried about the window since he doesn't have a balcony and his window is facing the street.

If (on the off chance that Mark is home), the players find him, there's a 1-4 (1d6) chance that he'll be hyped up on Stim drugs and completely off the wall. In this condition he'll be somewhat paranoid and ready to shoot the players or any other visitor at the first sign of trouble, real or imagined. He'll be of no help in this condition and the players are going to have to wait for him to come down before getting any information out of him.

The other encounter that could occur in this situation is if the Wild Hunt were able to obtain T-Rex's MRAM chips that same night. Otherwise it could take an extra day before they start after Slamdown. This would place the situation on either Day 4 or 5. Mark won't be home that day until the late afternoon (4:30 PM), and won't leave after that. During day time, Mark's apartment will be watched from across the street by two human members of the Wild Hunt. Their sole purpose is to observe and monitor Slamdown.

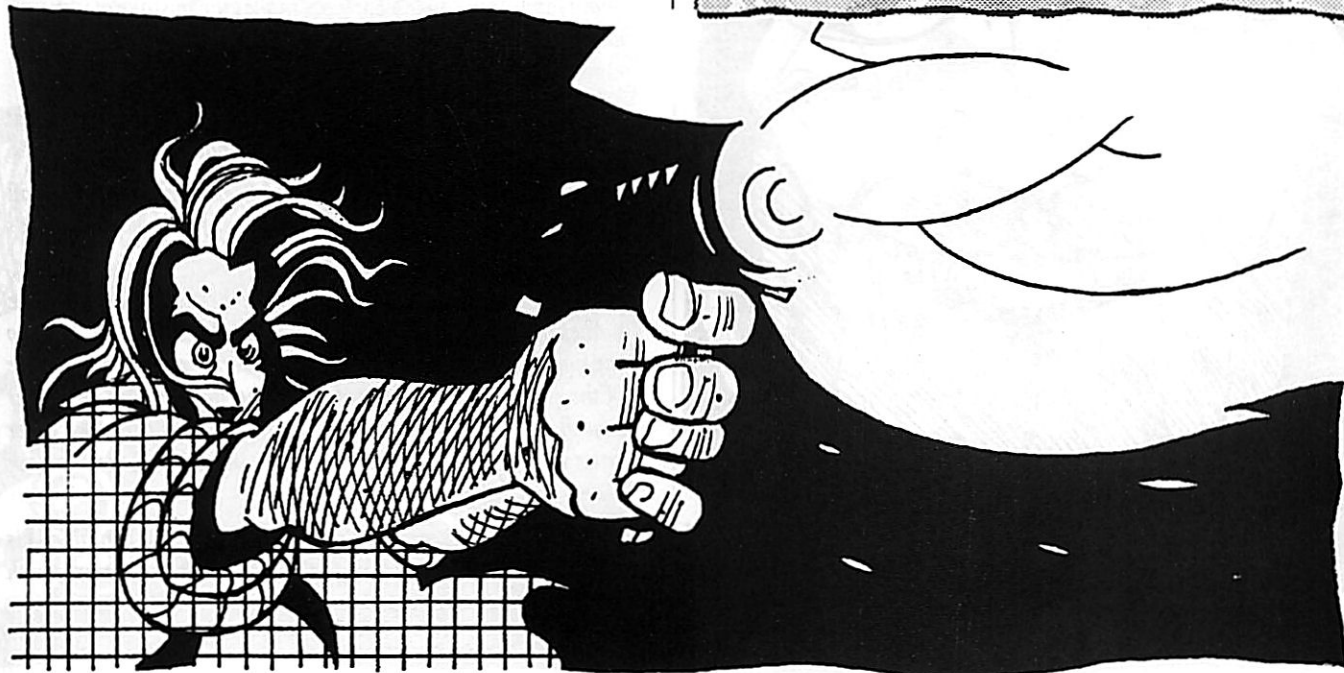
If the players visit Slamdown at this point (or attempt to break in while he isn't there) while the Wild Hunt is watching, then a second pair will arrive within 15 minutes to keep track of the players after they leave. When night falls, Bolt and Whisper arrive to question Slamdown with the observation team acting as lookout and sniper cover should the situation warrant it. By the time they leave, Slamdown is dead.

If the Wild Hunt has previously encountered the players, at this point they will have Hardwired waiting in a van downstairs as heavy fire support with a second team in tow just in case they run into the party again.

Door trap

The door trap is connected on the inside from the electric wall socket to the card scanner to the handle, all via electrical cable. To open the door properly, the key card for the door has to be run through twice. The first time unlocks the door but activates the connection; the second one breaks the electrical connection and deactivates the door trap. Anyone who just unlocks the door without deactivating the trap is in for a nasty shock.

Door: Low Security (DL 15) / Dam: 2d6 per combat turn. Note that the electrical current only lasts for 3 combat turns before the card scanner gets melted and the current is severed. Also note that the electrical current will cause the muscles to spasm and the unfortunate fool grabbing the door handle will not be able to let go. Anyone with 8 body has a 1 in 1d6 chance of snapping the door handle off from the surge. This improves by one per additional strength point above 8.



CLUES

The primary source of information is obviously Slamdown. Unlike T-Rex, Slamdown has no real allegiance to anyone, so if it would save his life, Slamdown would even sell himself out. This doesn't mean that's he a pushover or incapable of defending himself, but if placed in a situation that would either save his life or bring him more eurobucks, Slamdown would do it without hesitation. Apart from that, he may be willing to sell the information he has.



• Slamdown knows the following:

- 1) Turboxx is the one who deals with the lady, though neither of them knows who she is.
- 2) Turboxx also has the list of hits and is the one who assigns Slamdown to the different targets. Turboxx also receives the money from their employer and is responsible for paying Slamdown after each successful hit. Slamdown's also paranoid that Turboxx is stiffing him on the payments. Slamdown is planning on visiting Turboxx after the assignments are complete.
- 3) Turboxx has killed a couple of people himself on the Net using some new programs that he got through the lady. Slamdown knows that the name of one of the programs is Swarm.
- 4) He has Turboxx's address written down somewhere and knows his real name to be John Flamann.
- 5) The different targets have something to do with Matsumo Rising, though he doesn't know what.
- 6) He has a name and address for the next hit he has to make, a Michael Orlando who works as a biochemical engineer. He carries this information on a piece of paper in his wallet.

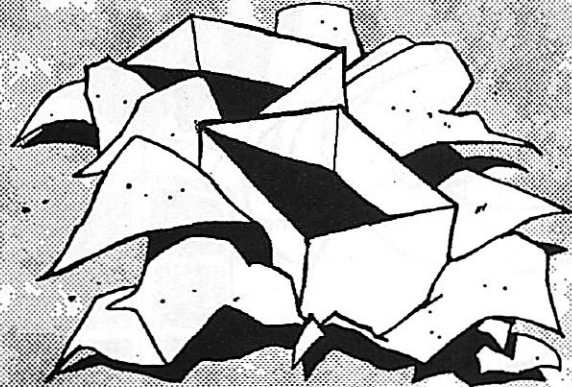
Several clues are also scattered about the apartment that the players can use if Mark is dead or unavailable, or the Wild Hunt can use if the players got Mark out of there before the Wild Hunt reached him.

- 1) Mark rarely checks his answering machine for calls and has close to three weeks worth of them (28 messages). Two are from T-Rex who is asking him to call back for future assignments, while another two are from Turboxx. The final two which belong to Turboxx are warning Mark to get out of his apartment since T-Rex was attacked/killed and people have been asking around about him. At one point Turboxx makes the mistake of identifying himself as Turboxx, then in the second call he identifies himself as John and states the same message.
- 2) The answering machine is also equipped with a scan dial that identifies the number of the last caller and that would be Turboxx's.
- 3) On the wall near the phone, Mark has papers stuck to the wall with many different phone numbers. One of them has Turboxx's full name and his phone number.
- 4) On the table is a map of the city with three red marks and the names of the three people Mark killed in hit-and-runs. Next to the names he has the dates of the hits and the make and license of the car he used (his way of remembering the hits). A further search into the desk drawers will reveal maps from two other cities with at least 6 similar red marks in each and the names of others he's killed.
- 5) A courier package from Tachyon Couriers that contained his payment for the last kill is on the television set and is empty with exception to a small typed note saying...



"Dispose of this package immediately"

Three other packages can also be located lying around the apartment, all of which are empty. The courier is the same company in the case of all four packages, as is the return address. No return name is given though the address belongs to John "Turboxx" Flamann.



The body of Mark "Slamdown" Teiper will be found by authorities on Day 7 when neighbors complain about the smell. It is readily apparent that any usable evidence has been documented and removed from the crime scene.

Teiper was killed when his neck was cleanly snapped; no fingerprints were found on the skin, though it is known that he was killed by a very strong individual (possibly a 'borged-out person'). The whole hit is decidedly a professional job, perfectly executed.





LOCATION

There are two different locations where John Flamann, a.k.a. Turboxx, may be found. The first one is before Day 3 when the Freefall Club is hit: John can be found in his own apartment. The second place is after Day 3 when John is hiding out at his girlfriends' apartment. Unless the players are real quick movers, it's more likely that John will be at his girlfriend's place when he is found.

JOHN'S APARTMENT

Though not a neat freak, John's place is in far better shape than Marks' apartment. John is a little more careful with his lifestyle and money management, so he can afford to live in a 2 1/2 apartment. The neighborhood is in the older part of town and sports a student ghetto for the local university. It's for that reason that the neighborhood is occupied by the younger, university crowd.

John tends to be a packrat, so the mess in his apartment is more clutter than actual filth. His bedroom/workroom is more of storage space for boxes of old paraphernalia that John could never bring himself to throw out. Old papers, memorabilia, pictures and old photos, documents, etc, everything is stored away in the eventuality that he might need them someday. The kitchen/living room is fairly well kept since his girlfriend hates clutter and constantly looks after him to keep the area clean. It is here that John spends most of his time in the Net for either work or fun. The room is filled with tech that John has used over the past 20 years since he first became involved in computers (including his first computer, a virtual dinosaur). Many of the items in this room still work since John kept good care of his hardware and never stripped an item down to augment or upkeep another.

- John's worktable, prior to Day 3, will have the following equipment:
 - 1: EBM standard laptop computer with backup files of all his programs on harddrive.
 - 2: EBM terminal used primarily to work on programs. Used currently to debug Swarm program. Equipped with interface plugs and a cybermodem that is not used by John.
 - 3: SGI Technologies "Elysia" portable deck w/ options (Cyberpunk 2020, p 123) chipreader, video board, 'trode ports, +2 Speed, +5 Data Wall.
 - 4: Matsumo Rising "Nirvana" Pleasure Deck (see All Decked Out for deck stats). The deck has been modified in that the Perfect Lover program and virtual construct routine has been removed.

With exception to the terminal which will remain behind, the EBM laptop, MR Pleasure Deck and SGI portable deck will be gone after Day 3 with John to Tanya Marcus' apartment.

TANYA'S APARTMENT

Tanya Marcus is the girlfriend of John Flamann. She lives across town in the more affluent section of the city. Her role as PR Head for the Takashi & Yatsuro firm allows her to live the comfortable, corporate lifestyle. Her 1 1/2 apartment loft is decorated with heavy Japanese influence. The apartment is sectioned off by bamboo divider screens that, when folded closed, allow the light to stream in from the bay window that occupies one wall.

The apartment is uncluttered and quite clean with the exception of the small table John has set aside for himself as his work area.



ENCOUNTER

Prior to Day 3, John can be found in his apartment during the day until around 4:30, when he leaves to go pick up Tanya from work. At home he'll usually be in the Net conducting business or involved with trying to debug the stolen Swarm and Shrapnel program since he is aware of the glitches in it. After 4:30, John goes out with Tanya and usually spends the night at her apartment, returning back home early in the morning after she leaves for work.

On Day 4, John will have taken his equipment and gone to hide out at Tanya's, missing the Wild Hunt who arrives scant moments later to monitor his apartment. John will remain at Tanya's place until Day 6 when the Wild Hunt locate him again. At the time that the Wild Hunt finds him, Tanya will be at work with John alone at her place. After they dispose of John, a team led by Whisper will be waiting for Tanya to arrive home to insure that she knows nothing either.

CLUES

As always, the best source of information is likely to be John "Turboxx" Flamann. However, both apartments and Tanya Marcus also hold information that could be beneficial to the party that finds the clues first.

If confronted, John is the type to be easily frightened and will give any information he can if he can save his life or not get hurt. The only exception to this is if Tanya is in any way threatened. John will then negotiate on the terms that she is not to be harmed. What John knows is the following...

- 1) The five murder victims were all members of The Hanging Gardens of Babylon that had visited the Playground on the same day within a four hour window.
- 2) The woman who hired them to break into Matsumo Rising knew the layout and defenses of the establishment. John thinks that she was probably an ex-employee or might still be working for them.
- 3) John was able to sneak programs into the Gardens of Babylon by removing the Perfect Lover program and Piece of Heaven virtual construct routine from the pleasure deck and substituting it with a Swarm and Shrapnel Program. It was by chance that he came across the signature key in the program (See Playground History & All Decked Out for explanation on Perfect Lover and Piece of Heaven as well as signature key).
- 4) The woman wanted all files dealing with the Gardens of Babylon to be removed from the Matsumo Rising systems as well as any new programs being developed by R&D. The only files



that Turboxx was able to come away with was the clientele list of names and addresses, the daily online visitor logs to the Playground and the two programs from R&D. The system discovered Turboxx snooping around and he was forced to retreat earlier than expected.

5) Everytime either John or Mark terminate a target, they receive 1000 eurobucks through courier as payment. Though John disposes of the envelopes after receiving them, he does remember the courier company name as being the Blue Express.

6) Anytime John is to terminate someone in the Net, he is asked to do so using the Swarm or Shrapnel program. John has informed his employer that the program for Swarm is unreliable and that Shrapnel could backfire, but she still insists on using them to "frame Matsumo Rising". It's for that reason John has been trying to modify the two programs.

7) (This is to be given if the players find Turboxx after Day 4) He is contacted after Slamdown or he terminates a target. A new target was set to be terminated on Day 4, but he failed to contact Slamdown about the next hit due to current events. If a hit didn't go through, John was to leave an ad in the personals for the next day stating "Honey, I'm sorry I missed our appointment, can we dance again?" John was unable to do this as well and believes that his employer now knows something to be amiss.

THE CLUES AT JOHN'S APARTMENT

Prior to Day 3, most of the clues can be found on John's laptop that contains backup files of the clientele list and the stolen programs as well as the five hits, the dates and locations. What can also be found in the desk drawer is the clientele list with about 27 people circled out of 300 with five of the names crossed out and the modified Nirvana deck.

After Day 3 when John leaves, he will take along with him the portable deck, laptop, Pleasure Deck and clientele list from the desk drawer. The only clues remaining to track John for the players or Wild Hunt to pick up are...

1) The pictures of John and Tanya. If the players realize that John has a girlfriend, they can question the neighbors (though their help is not guaranteed) about her whereabouts. The neighbors (if properly motivated) can tell the players that her name is Tanya and that she's an employee of Takashi & Yatsuro (they saw her name tag, met her at an apartment party, John spoke about her, etc), but that's all they know.

2) The terminal on John's worktable still holds a copy of Swarm that John was trying to debug. Also on file is an address book with Tanya's name (first name only) and a phone number, T-Rex's name and club address as well as the address to Mark "Slamdown" Teiper. The terminal, however, is guarded by a passcode that requires a Average success roll (15+) in Programming in order to bypass the codeword "Silicon Surfer" and enter the main menu.

3) Though John is careful to dispose of the courier packages, his trash has yet to be thrown out. The kitchen wastebasket holds one of the courier packages sent with no return address but a file reference number.

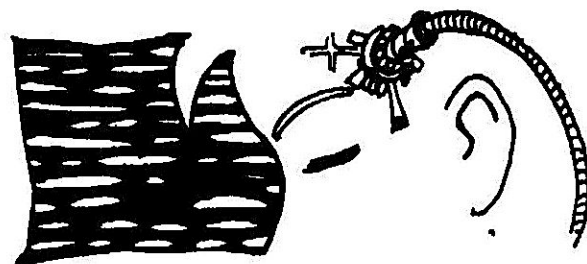
CLUES FROM TANYA'S APARTMENT

With exception to John himself and the information that the laptop holds (same situation as the terminal with the files it holds and the Average success roll (15+) needed to bypass the codeword and enter the main menu), the information from the portable deck with the programs stored inside (including Shrapnel and Swarm), the Pleasure Deck and the hardcopy of the clientele list, the only other source of information is, strangely enough, Tanya.

Tanya is close to John and it is for that reason that she knows everything that John knows. What John is unaware of is that Tanya, not trusting the situation that he's currently in, has used her corporation contacts to try and discover who John's employer is. On Day 6, when John is killed by the Wild Hunt, Tanya managed to obtain records from the Blue Express courier company as to the address of the sender, Tarra Poulner. Tanya plans on confronting Tarra on why she's ordering the hits on the Matsumo Rising clientele and who is it that's killed T-Rex and is now on John's tail. This never happens as on Day 6, Tanya comes home to find John dead and is killed, as well, by the Wild Hunt to tie up the loose ends.

If both Tanya and John are killed before the party arrives, then their bodies will not be discovered until Day 8 when the Takashi & Yatsuro corp send over people to find out why Tanya hasn't reported in for work. After that, the apartment will be sealed off by police and all evidence removed.

The only evidence that the party can find after Tanya's death if they arrive before Day 8 is contained within her briefcase. The Wild Hunt had taken care, this time, to remove all the evidence including the two decks and laptop from the crime scene (after having been chastised by Michael Zizelmann, the leader of the Wild Hunt, for not having done so before with Mark and John's apartment). The only thing they missed was the briefcase that Tanya had put in the hallway closet prior to entering the loft proper. The briefcase holds copies of the Blue Express transactions with the address of Tarra Poulner. Contained within the briefcase, as well, is one courier package addressed to John Flamann that Tanya fished from the trash while John wasn't looking.



Quick note on the Blue Ex- press Courier Company

The Blue Express is a small courier company that's been struggling to establish itself. Operating out of the basement of a small apartment building, the company consists of five people, three of which handle the deliveries. The company is used by Tarra since the couriers will come to your doorstep to pick up the packages to be delivered and don't require a return address to be listed, though the address is placed on their computer systems in the case of regular clientele. The company does have a computer system that is not Net accessible.

On the evening of Day 7, Digit-Ice breaks in with a Wild Hunt team and obtains the address of Tarra Paulner. He doesn't remove the file information and leaves without being detected.

The computer terminal here is at least five years old and code locked. The files can be read and downloaded with an Easy Programming roll (15).





LOCATION

After going into hiding, Tarra took to renting out a sleep cubicle at a YWCA (Young Women's Christian Association) across town, far away from anyone she knew. The cubicle is large enough to accommodate a single bed and small strip of floorspace adjacent to the bed to allow for dressing and undressing. The room hosts an in-wall TV (costs extra), drawers/doset, a sink with water taps, screen phone (again, it costs extra), and a shoe rack. All these are located behind the "Lift a wall" opposite the bed. The wall is comprised of simill-wood shutters that follow the contours of the arched ceiling when pulled up.

Tarra spends the better part of her day sitting in darkness, recording the events of the assault and escape, contemplating revenge or watching TV. On the occasion she will leave to stretch her legs, pay her bills, go to the restroom or grab a bite to eat, but all of that is done quickly so that she can return to the security of her cubicle.

Remember that this is a YWCA and unless the entire player group consists of women, there is no way the YWCA will allow men to walk into the cubicle area. All female residents greet their guests at the entrance and under no circumstances are visitors allowed to wander about. The YWCA is used by women and their children (many are abused, thrown out of their homes, etc) that need a place to stay for the night or are in transition. The front desk will contact the guest to let them know that they have a visitor. If someone forces their way past the front desk, the police are immediately called in to handle the situation.

If, at any time, the front desk calls Tarra to inform her of visitors, Tarra will immediately try and escape through the backdoor. If she manages to do so, it's up to the GM to decide upon future actions. Be aware, though, that Tarra will pursue her actions against Matsumo Rising with more zeal than ever. She'll create a dozen copies of her journal and mail them off to Netwatch, the media and police before reentering the net to strike back at Matsumo Rising. The only thing preventing her from doing that now are her desires to hurt Matsumo Rising before anyone else gets their hands on them. She wants the satisfaction of exacting prolonged hardships on Matsumo Rising before handing them over to the authorities.

ENCOUNTER

Most encounters with Tarra are bound to take place here. Troubles for Tarra begin on Day 3 when the news report the



attack on the Freefall Club and the possible death of the owner. From there on in, Tarra will be on her guard, hardly getting any sleep, constantly scanning the news and Deathwatch channels.

On Day 5, when Tarra realizes that the sixth target was not hit, she decides to wait for a couple of days before trying a different avenue. She continues her sleepless vigils as her health begins to rapidly deteriorate and her mental faculties become even more hampered.

On Day 6, Tarra, realizing that her plans are falling down around her, creates a copy of her journal chip (Zetatech "E-Book") and electronically mails it to her mother. The copy gets lost in the Net.

On Day 7, Tarra succumbs to fatigue and drifts into broken sleep, missing the Deathwatch and crime reports of the day, including the discovery of Mark Teiper's body. Upon awakening, she becomes more paranoid as she believes she might have missed something important that day and stays awake throughout the night into Day 8. (If the G.M. wants to and if the investigation is proceeding faster than anticipated, have Mark Teiper's body be discovered earlier and allow that to be the catalyst for Tarra's plunge over the edge. This still allows for the GM to have the players confront Tarra in the net if he so wishes.)

Day 8, the reports of John Flamann and Tanya Marcus' death provide the catalyst for Tarra's dive over the edge. Tarra reenters the net shortly after the early evening newscast at 6:40 PM in a last ditch attempt to attack Matsumo Rising and to draw attention to herself. However, she cannot handle being in the net and panics completely. She begins releasing the Swarm programs to attack anything in sight.

By this time, with two teams surrounding the building, Bolt uses his ability to persuade others and gets the front desk attendant to allow him through with Whisper and Digit-Ice. They arrive at the cubicle to find Tarra jacked. Digit-Ice immediately enters the net and discovers Tarra in her frenzy. He unleashes a Firestarter program that fries her deck and kills her. As he jacks out, Whisper and Bolt have already discovered the journal and retreat, allowing the fire to spread.

By 6:45 PM the cubicle is ablaze and Whisper convinces the desk attendant that she saw nothing.

NOTE: It should be remembered that Tarra doesn't know the players from a jack in the wall. If the players confront her outside the net, she'll do her best to escape, making as much noise as possible to attract attention if pursued. The best way for the party to approach Tarra is to be non-confrontational and to prove they aren't a threat. The best choice for this option

would be to have a woman approach Tarra. Eventually they may even get Tarra to tell them what has been happening and why, but until then, it isn't very easy to get her trust.

If, at any point, they do get Tarra to trust them, she'll demand they prove themselves and help her terminate the others on the Matsumo Rising client list.

If the party is confrontational and belligerent, Tarra will do her best to escape or even hurt them. If she is forced to do this and she's caught, it will be highly difficult getting Tarra to divulge anything concerning the murders.

Regardless of how the players treat her or how she reacts to them, Tarra is still going to need many months of psychiatric treatment.

If the players are forced to enter the net to stop her or have to eject her from the net, Tarra will lapse back into shock: her psyche further damaged as she'll be unable to cope anymore with the situation. This may take Tarra several years to recover from the mental snap, or she may even never recover at all.

Remember that once Tarra enters the net, it'll be virtually impossible to talk her out of her panicked frenzy as she assaults everything in sight (Near Impossible Persuasion Difficulty Roll (30+)).

CLUES

Tarra is the key to the entire episode. She can tell the players anything they want to know about the adventure background, the murders and their reason, who she hired and for what purpose; provided, of course, the players can get Tarra calm enough to talk. The only factor Tarra will not be aware of is the involvement of the Wild Hunt (provided she hasn't met them yet), though she will figure them to be a corporate black op's team working for Matsumo.

If Tarra dies, there is still her digital journal where she has stored all the information about the rape, the coverup and recent events. The journal, however, will be taken by the Wild Hunt and given to Matsumo Rising. The journal will remain in their Ishtar AI Mainframe till Day 10, before the corp's CEO gives the order to purge the files.

Contained in the journal are Tarra's notes for the past two weeks, her plan of action, the incident of the assault and consequent results, Matsumo Rising's handling of the situation and Tarra's steps to bring them down. The last entries for the past few days will begin to show Tarra's mental deterioration up to the point of her farewell message.





OVERVIEW

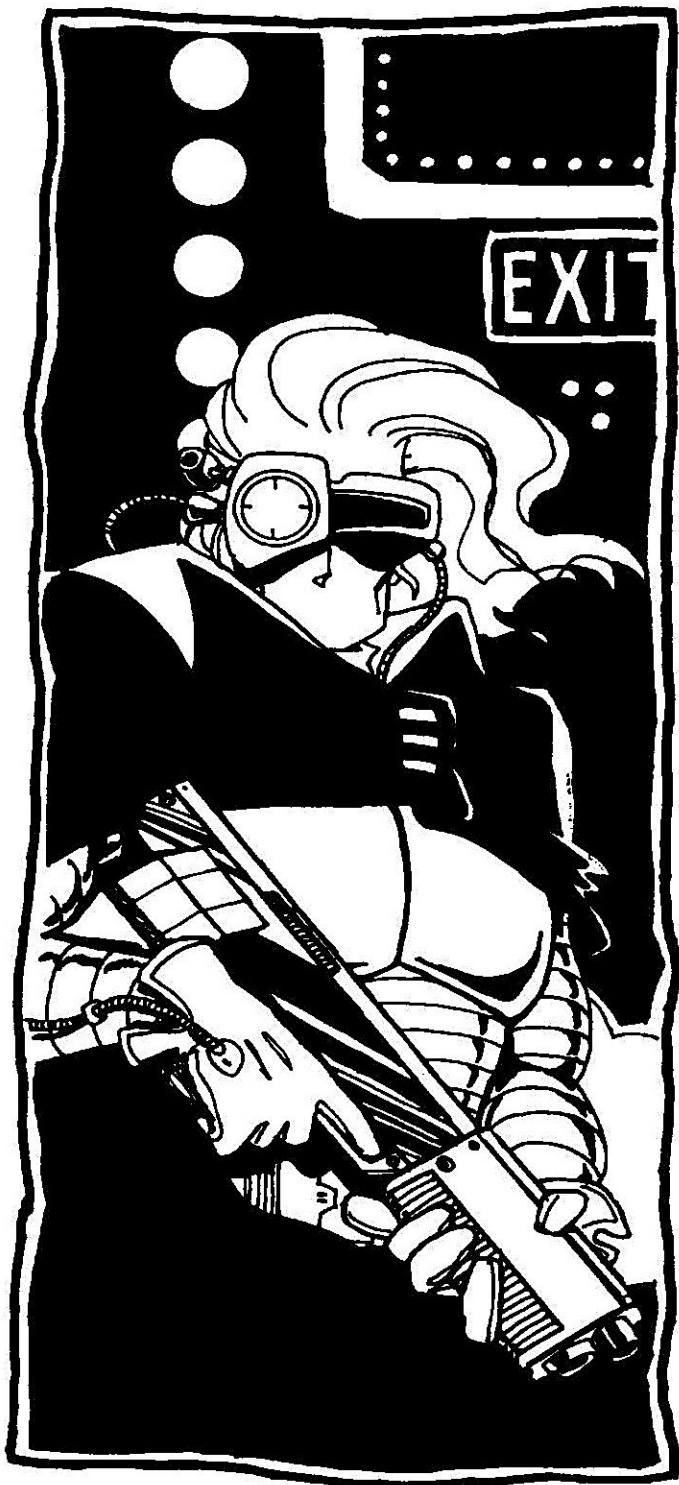
Welcome to Wild Hunt Inc, a company specializing in your current day problems with good old fashion know-how and with the technology to enforce it. On the street, the most apt term for this company is troubleshooters. Want to handle an affair without involving your own corp men or rep? They're the ones to hire. You don't have the manpower or time to invest in a new extraction team? They'll work in a pinch. The bottom line is, if you got the euro to spend, you got yourself a ready bonafide team of experts working for you and you alone, ready to do what it takes to get the job done and done right.

The team was started a little over two years ago by Michael Zizelmann as a way to bring in money for him and his coven after he assisted a corp friend of his in retrieving embezzled funds. The job done was so efficiently that word of the team spread amongst the corporate higher echelons and the Wild Hunt came into business with a rep of being a fairly reliable team. What nobody suspects is that the core team and team leader are actually vampires, and it is for this reason that the group has had the upper hand.

Although only five vampires are described in this adventure, the coven consists of four other vampires that are still "in training" and will probably not be brought in regardless of the circumstances. That is a rule that Michael insists upon. The four fledglings are actually four people that have been with the company from the beginning and have proven themselves worthy and reliable in the eyes of Michael.

The Wild Hunt operates out of an old reconvered fire station sold to Michael by four parapsychologists back in the late nineteen nineties. They were evidently unaware of the nature of the buyer. The establishment was primarily used as the coven's resting place as Michael liked the old brownstone feel to the building as opposed to the anti-septic cold feel of the surrounding glass and steel highrises. After the creation of the Wild Hunt, Michael took to upgrading the interior of the building as the dark and musty feel of the place would surely drive customers away. The street level and second story windows were widened to allow more light in and the place was equipped with fresh air purifiers to make the place more habitable to humans who visited. The need to hire humans arose almost immediately when Michael realized that operating only at night might draw the suspicion of some groups. For this reason the Wild Hunt is open only during the day and run by human staff who are unaware that their secret backers are actually vampires. The company is registered to and run

by a human woman called Elysia Thurmain, a long time friend of Michael and the coven, and is probably one of the only individuals aware of their nature (apart from other covens within the city). Michael is listed solely as principal backer of the group while the rest of the coven only works at night due to their "day jobs".



THE COVEN

This coven was founded in 1998 when the Millennium Cults began to flourish. Michael had made the acquaintance of Bolt and Whisper, both of whom were unattached to any coven. The three feared that rise of the Millennium Cults might be an indication of a new Inquisition as many turned to the solace of religions and cults to get them through the difficult times. The coven was built loosely around the precept of safety in numbers. After it became apparent that a new Inquisition was not yet to come, the trio remained together more out of friendship now than fear.

It wasn't until 5 years ago that Michael realized that technology was by far outstripping reason, especially Michael and Norris' grasp of technology. It was decided by the three to begin embracing new members that would be comfortable and familiar with the odd turns technology had taken. That's when Stephan "Hardwire" Theovald and Darin "Digit-Ice" Schonefeld were inducted.

The coven now is definitely run by Michael who is the eldest and unspoken leader, but nobody really abides by any real law or rule. Michael is a great believer in "Do what you will is the whole of the law".

WILD HUNT OFFICES

First Floor: The first floor of the Wild Hunt Inc. building is dedicated to the vehicle garage (2 Tanaka Motors Bumblebees, heavy hoverbans), front desk reception, daytime staff offices, Wild Hunt exec office for Elysia Thurmain and finally a lounge replete with kitchen, entertainment systems and relaxation area for the team on duty.

All the computer systems are connected to Digit-Ice's work station in the basement.

Second Floor: This floor is dedicated to the off-duty teams and includes a small tool and repair shop, the armory, hand-to-hand combat training room, five private rooms to sleep in, bathrooms and a first aid station.

Basement: This area is sealed off to the human employee's and includes card locked rooms (Difficulty +20 on Pick Lock to open) for Digit-Ice's computer mainframe room, Hardwire's workstation, combat training room, Michael's office and private bedrooms for the coven to use. There is also an exit that accesses the sewers for quiet entry and exit.



ENCOUNTERS

This part is for the bravehardy fools that have decided to pay the Wild Hunt a visit. Now either they know about the nature of the Wild Hunt by now and still think they can take them on (especially during the daylight), or they still haven't figured out who these guys are yet and are in for a very rude awakening.

The Wild Hunt Inc. employs 5 office helpers that assist with filing, answering phones, researching public access information, taking care of accounts, etc. Also employed are 12 men and women used as enforcers, support, lookouts and scouts. Most of them are ex-military, solos, nomads or people who are very street proficient, can follow orders and are handy with weaponry. It's from this group that the lookouts and sniper teams are picked for this adventure. The Wild Hunt also has access to another 15 people on file that they can call on in case of an emergency.

All the office help are present from 9:00 AM to 5:00 PM while the hired muscle work in teams of four on rotating shifts (8:00 AM-4:00 PM/4:00 PM-12:00 AM/12:00 AM-8:00 AM). A second team is required to remain on standby in case one of the teams needs backup during any operation (raid on the Freefall Club, questioning Mark, John or Tanya, attacking the characters, etc). Anytime there is surveillance to be done, the team group is usually divided into pairs in order to keep an eye over a greater area (i.e. watching the front and back door).

CLUES

For the purpose of this adventure, the clues held by the Wild Hunt all depend on which day it is and who they have managed to speak to. Most of the information is kept on computer, which is maintained and operated by Digit-Ice. The office help and researchers do have terminals that they use, but at the end of the day, most of the information uncovered during that day is loaded into a pending file that is ready to be downloaded into Digit-Ice's terminal in the basement. The computer holds all the information learned to date on their current assignment and the next plan of action. A hardcopy is then printed up by Digit-Ice and handed to Michael to keep him updated.

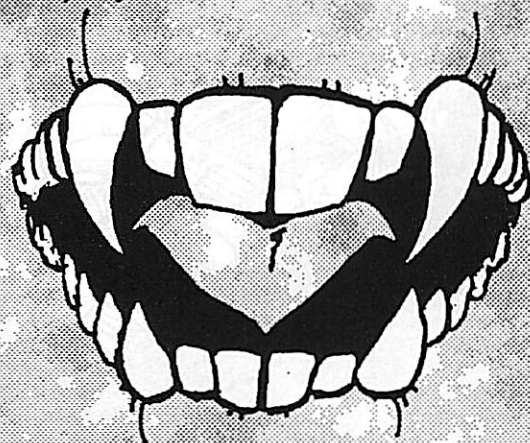
Digit-Ice's workstation mainframe is an updated and boosted Microtech IIKL-4 workstation (Chromebook II, p 15) with boosted CPU (6 Int), cybernetically-controlled option with a 6x8 meter Videowall. To access any files requires an Average Interface Difficulty Roll (15+). Black ops files including the current case require a Difficult skill check (20+) to access.

Special note on captured team mem- bers.

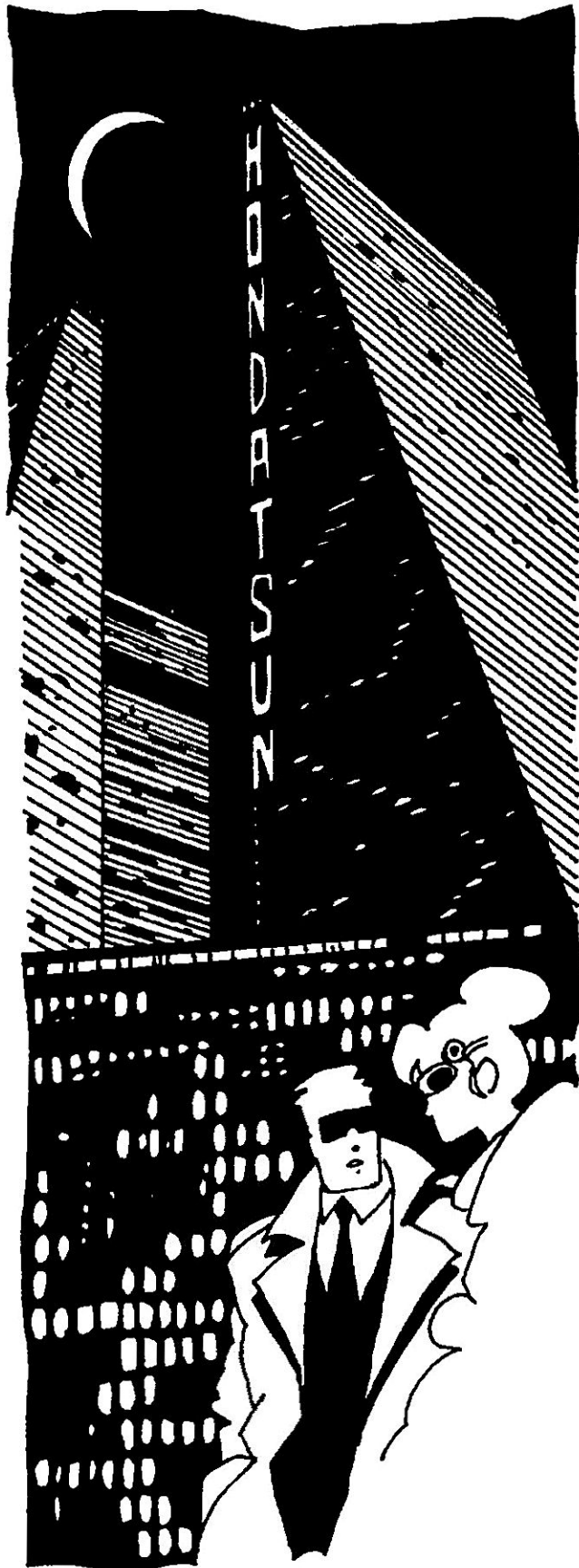
If a human member of the team gets captured during the course of the adventure, Michael will order his rescue or termination in order to avoid any information being divulged on the Wild Hunt. The Wild Hunt will do their utmost to locate the captured member, and if they can't extract him, they'll use whatever method they have available to them to dispose of him.

If one of the Vampires somehow gets captured, the team will stop at nothing to retrieve him intact.

In either case, the assault will be led by Hardwired with at least one team. Hardwired will be given the final say in the rescue operation (Michael trusts his judgement in these matters)







HISTORY

Initially Matsumo Rising specialized in designing electronic hardware from different computer systems, decks, terminals, laptops, customized circuit boards for various products, etc. The problem with that came when they realized they couldn't compete against some of the already established corps and their easily recognizable brand names. In an effort to survive, they began looking for new fields to explore, someplace where they wouldn't be buried by the rival corporations before they ever got their chance to establish themselves. It was through these efforts that the foray into "adult pleasure" was made.

The company was nearly forced into receivership after the initial advertising blitz placed them in serious financial doubt; however, after the enormous success of the "new" technology, many of the creditors waited and allowed more time for the company to recoup their losses (with added interest of course). Matsumo Rising did so well with "Nirvana Tech" that they were able not only to pay off their debts, but also to change location (from the outskirts of the city, to the city proper).

It was after the move that all the problems began, first with the court case, then with the theft of the programs, and finally with the second break-ins and murder of clientele.

The Matsumo Rising corp has also recently announced the creation of a second Playground called Nirvana, a Virtual Reality Theme Park the size of a city. The project is slated to open soon.

MATSUMO RISING'S OFFICES

Currently, Matsumo Rising is located in the downtown core, occupying the 11-21 floor, south tower of the Hondatsun Quadplex Office Buildings.

11-12 th Floors:

General reception, security offices, general office help and employee cafeteria.

14 th Floor:

Public Relations and Advertising Department.

15 th Floor:

Programmers.

16 th Floor:

Prototype and testing labs.

17 th Floor:

Testing facilities and virtual simulators

18 th Floor:

Ishtar AI Mainframe and support systems.

19 th Floor:

Accounting & Patents Department.

20 th Floor:

Nirvana AI Mainframe Systems (not yet on line).

21 th Floor:

Main corporate offices including presidential offices.

ENCOUNTER

There are no set encounters with Matsumo Rising apart from the standard corporate security teams. Due to Matsumo's fairly new standing in the corporate world, they still don't have access to an in-house covert ops team or retrieval unit. It is for that reason that they have taken to hiring the Wild Hunt in such matters (this being their first). Constantly aware that any setback could hurt them, Matsumo Rising prefers to handle any problems through the Wild Hunt.

The main offices are manned by over 200 personnel, engineers, technicians and a variety of other employees. It is here that the R&D department is located as well as the mainframe for the Virtual Construct of the Hanging Gardens of Babylon.

Due to the previous theft problems, Matsumo has made security paramount and uses the latest equipment to upkeep security in addition to standard building security. This includes:

- 1) Motion sensors when the company is closed.
- 2) Palm scanner plates at key junction portals (Difficult Skill Check/ 20+ to bypass)
- 3) Security cameras overlooking every hallway and room.
- 4) Round the clock security (4 guards).
- 5) Computer terminals are shut down and the keyboard is locked with a special mechanism that freezes the keys (Average Difficulty roll, +15 needed to open on Electronic Security skill).
- 6) All files have been placed under Ishtar's mainframe. This prevents any outside programmer from breaking into the system since the Gardens only recognize and admit those using Pleasure Decks (in theory). Since no outside program can be brought in

on a Pleasure Deck, it's impossible for Netrunner to enter the systems and open files without his or her programs. (Of course a person can sneak in if they bypass the junction codegate or break through one of the walls).

7) To further complicate matters, since entrance into the Gardens is by appointment only, rather than having the client calling and logging on, the Gardens call the customer and provide a Shuttle Bus (see New Programs) escort. The Shuttle Bus program then deposits the customers at one of four special Net junctions. These junctions use land lines to transfer the customers into the Gardens. Since the land lines do not appear on the Net, accessing them has to either be done at one of the four junctions or by finding the actual lines used to pipe the customers and splicing into that directly.

8) No outside line feeds directly to the Ishtar Mainframe. Rather any incoming or outgoing information is channeled through a transfer terminal where the data is up or downloaded into a hard copy.

There are several ways around the security measures, of course.

- 1) The motion sensors do not pick up the guards due to the sensor name tags. The tags are monitored by the computer AI, Ishtar, not to register on the motion sensors. Anyone in possession of the tag can walk around the offices freely. This doesn't, however, make them invisible to the security cameras.
- 2) Though no outside runner is permitted to enter the Gardens, a back door is open and accessible only from within the offices of Matsumo Rising. This is used by the programmers of the company to freely come and go.
- 3) Through a technical fluke, the back door is also available to any of the other Hondatsun south tower offices, but nobody has realized it yet. This means that using a cybermodem available in one of the South Tower offices will also work in entering the back door without any problem. (NOTE: The back door is not seen as a code gate on the Net map, it's only through the building that it becomes an open back door through the terminals.)

CLUES

As with the Wild Hunt, the clues obtained from Matsumo Rising all depend on the information they obtain through the course of the investigation. All the information will be kept on the mainframe system.





STREET TALK

Often, getting information about people can be a hard thing to do, especially when you're dealing with the streets. This section covers some of the clues that can be obtained from the streets might be should the players miss something along the way. Though there are no set encounters or NPCs in here for the players to go up against, it is a useful spot to include local characters that the players may know. It's also a good spot to introduce rivals to spruce the game up a bit should the players be trouncing through the adventure with little trouble. After all, Cyberpunk is meant to sweat the players out a bit, eh chombatta?

Different information is invariably different in terms of the difficulty needed to obtain it. Rather than going for the all or nothing routine in obtaining clues, the information here is determined by the various amounts of success the players experience in clue hunting. The better the success, the more info you get. The worse you do, the better chance you have of insulting the wrong people.

The only people not listed in street talk are Tarra Poulner and Tanya Marcus due to their lack of street affiliation; neither are known by rumour or rep.

T-REX

(Easy/+10 Difficulty/ No Info)

"T-Rex? Homie's snap tight with that possegang, what's their name?... you know, the Flinstones."

"Ya man, T-Rex! That's me! I'm T-Rex! Give me some stims and I'll tell ya everythin'."

(Average/+15 Difficulty/Knows about T-Rex and the nightclub)

"T-Rex ain't nuthin' but a hustler, you want a real agent, I'll represent you for 40% of the take...ask around man, that's a good deal and I don't need no damn nightclub to do it."

"T-Rex, he's chill. Acts as middle man for a cut of the take. His club is slammin' too."

(Difficult/+20 Difficulty/ Knows that another group is looking for T-Rex, but no names)

"Strange. You're the second person this week trying to get the goods on T-Rex. What's up, he win the lottery?"

"Look man, that's all I know, like I told those other fools...What? Hell no, I don't know them from my mother."

(Very Difficult/+25 Difficulty/They know T-Rex and who's looking for him)

"You're kidding right? You don't know that the Wild Hunt is going after T? Cold crew that's what I heard."

"My advice to you son is... let them have T-Rex, you don't want to go taking the food out of a wolf's mouth... especially not a pack of them."

(Nearly Impossible/+30 Difficulty/ They know the Wild Hunt is searching for T-Rex and Slamdown)

"Interesting, but the Wild Hunt isn't going after T-Rex alone, they're looking for some chap named Slamdown as well."

"Man, might as well pack Slamdown and T-Rex in the same dead-box."

(Critical Failure Roll/ You boo-boo'd big time)

"Say Choomba, you want to know about my homeboy, T-Rex... well here's some advice... *BOOM* Try ducking next time choomba."

SLAMDOW

(Easy/+10 Difficulty/ Never heard of him.)

"Slamdown? What's that, a new drink?"

"Somebody that likes to run people over? Never heard about it, but can I play?"

(Average/ +15 Difficulty/ They know the guy through rumours and that's it.)

"Slamdown? New in town, but his M.O. is unique and kinda hard to miss, hear the guy's this close to Cyberpsych";

"Word out is that he's not independent and works for an agent. The guy's a 'Dorph' freak."

(Difficult/+20 Difficulty/They know about him and his agent.)

"Slamdown's the only freak I know that likes to flatline people that way. I saw him chilling at the Freefall Club with T-Rex"

"Word, Chombatta, you want to know the man, you gotta go do it through T-Rex."

(Very Difficult/+25 Difficulty/ You're told about the second group looking for him.)

"No lie, you're the second group been asking about Slamdown, but never seen those dudes before."

"I don't know man, they looked like corp headhunters if you know what I mean."

(Nearly Impossible/+30 Difficulty/ You're told the name of the second group.)

"I know their name... but it'll cost ya more."

"You didn't get this from me, I didn't talk to you and I'll deny everything if the Wild Hunt comes visiting."

(Critical Failure Roll/ Struck your cyberfoot in your cybermouth again.)

"My employer would like to know why you've been asking question about his employees?"

TURBOXX

(Easy/+10 Difficulty/ No due to even the time of day.)

"Turboxx? Yeah man, I'm wearing a pair right now."

"Is it contagious?"

(Average/+15 Difficulty/ They know the person through rumour and friends only.)

"I've heard the name before... a Netrunner, right?"

"I can't be sure, but I think he might be working for someone, you know, an agent."

(Difficult/+20 Difficulty/ They know the guy and his agent.)

"Run into him on the Net often, says he works for T-Rex now."

"You want to hire him, go talk to T-Rex, I hear he offers good prices on hired help."

(Very Difficult/+25 Difficulty/ They know Turboxx is running around with new toys.)

"I saw him bouncing around the Net, asked me some questions about programs... said something about debugging one."

"I talked to someone whose friend knows a Netrunner who's friends with this chick that knows this corp guy working on a project with this other Netrunner, and he said that this guy Turboxx is running around with some new chilly programs."

(Nearly Impossible/+30 Difficulty/ They know Turboxx offed someone.)

"I'm telling you man, it wasn't a fight, it was a hit. Turboxx just ambushed this other 'runner and derezzed him with some funky program."

"I heard that Turboxx made about two hits on the Net using some new software. Some people are talking about going to the Icemen with the lowdown."

(Failure Roll/ Run while you can, you shouldn't have said those things about his mama.)

"I'll make it simple, answer one of these two questions. Why the shakedown on Turboxx or... where would you like the first bullet?"



THE WILD HUNT

(Easy/+10 Difficulty/ No clue, but give them a moment and they could remember their own names.)

"Wild Hunt? Wait a sec.... Wild Hunt, hmmm.... WAIT!.... errr no... no, Wild Hunt? Hmmm... errrr.... Wait, I'm sure I know this one."

"Don't know no Wild Hunt, but I do know about the Wild Thing... Yessir!"

(Average/+15 Difficulty/ Only heard a brief mention through the grapevine.)

"Talk-Talked to this no-wrinkle suit about this crew... metal for hire."

"I've heard about the Wild Hunt, hire themselves primarily to corps and the like."

(Difficult/+20 Difficulty/ They've seen their methods closeup.)

"Something queer about them. Saw this one guy, all meat... took on a metal head and sent him for recycling, just like that."

"These guys like to work for corps, and they get the job down. I hear they work out of an old firehouse."

(Very Difficult/+25 Difficulty/ They know that the Wild Hunt is asking question about people — T-Rex, Slomdown or Turboxx — maybe even the party.)

"This is slick, you asking questions about them the same time they be buzzin about you."

"The Wild Hunt have been everywhere this last week, trying to get the shakedown on the Freefall Club and all."

(Nearly Impossible/+30 Difficulty/ They know about the Matsumo Rising contract or maybe that the Wild Hunt aren't what they appear to be.)

"EVIL! This era of circuits and metal have robbed us of our soul so that creatures like THEM can walk amongst us."

"A trade, I tell you who hired out the Wild Hunt and you owe me one... deal?"

(Critical Failure Roll/ Run... that picture was of his girlfriend, not a "cyberhound from hell" as you so aptly put it.)

"Hi there... I'm Eggs... *Click* 'cause you sure as hell are Toast... *BOOM*"

MATSUMO RISING

(Easy/+10 Difficulty Roll/ Of course, who hasn't heard of them — well maybe these people haven't.)

"They're some airline right?"

"Like, wow man. Like Matsumo backwards is Omustam... I never thought of that. I mean... Wow."

(Average/+15 Difficulty Roll/ Alright, at least these people have heard of them.)

"Heard of them? I owe them my life! Pleasure Decks were the best damn thing to come along since the opposite sex."

"They lost that court case recently didn't they, the copyrights on that "Nirvana Tech" I believe it was."

(Difficult/+20 Difficulty Roll/ These people are aware of Matsumo and other things not covered in the news, including the hit on Neptune's Ocean (See *Playground History* section.)

"Corporate espionage... big surprise, right? After Matsumo lost that court battle, some of us were expecting big hits against rival corps, but that never happened. One hit maybe, but that's it. Strange, isn't it?"

"Don't know why, but Matsumo higher up's are squirming around like rats on a hot plate. Something's making them itchy."

(Very Difficult/+25 Difficulty Roll/ Short of the Wild Hunt, they know a good deal.)

"If I was Matsumo, I'd be squirming too. Especially with the four or five hits made against their clients."

"I heard they were geared up for a Corp shadow war, then BOOM! Someone made off with their popguns."

(Nearly Impossible/+30 Difficulty Roll/ This person must be working in Matsumo Rising to know so much.)

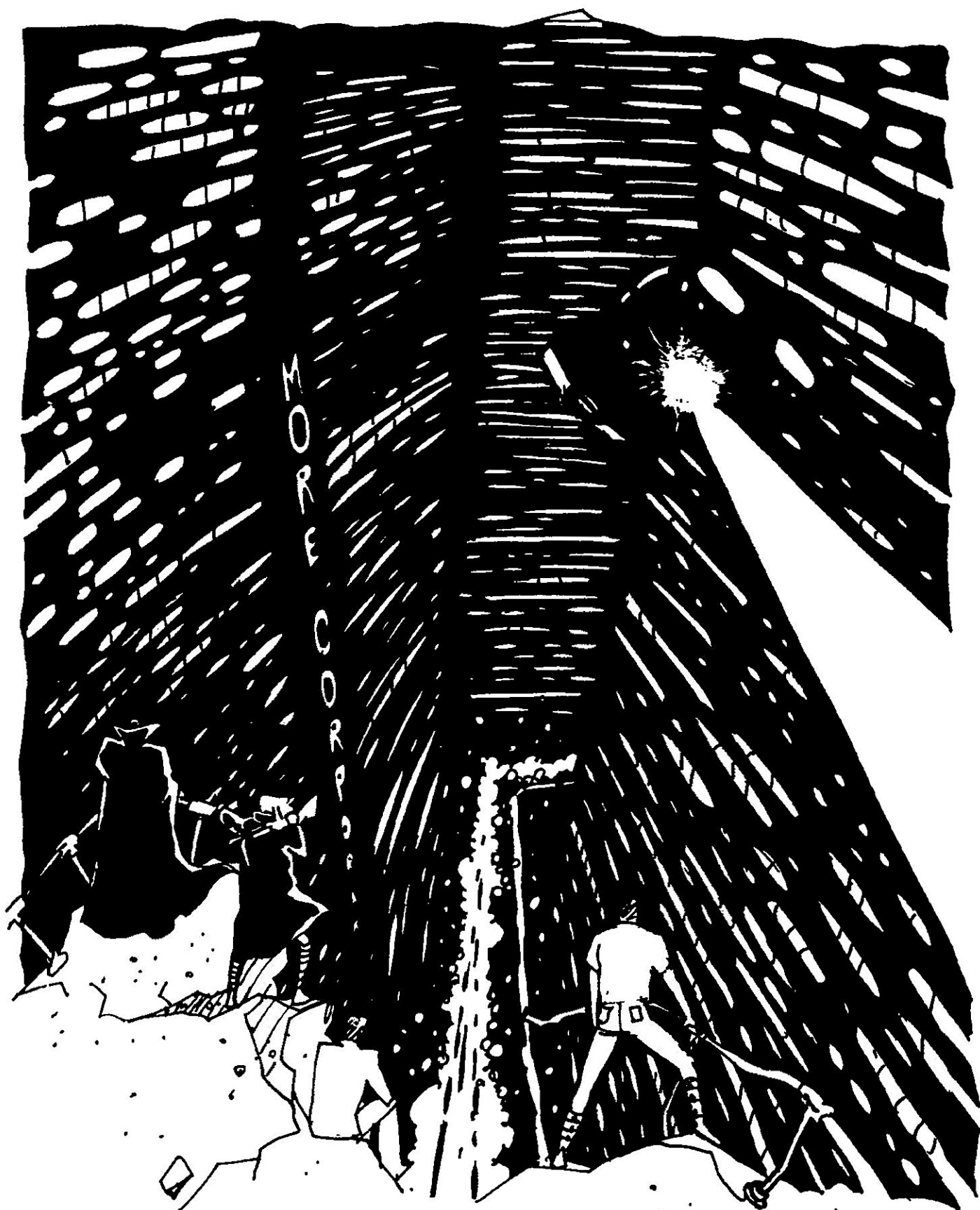
"Dead clients, stolen hardware, losing files... I'd hire the Wild Hunt too to take care of my troubles."

"Tick, Tock, Tick... Euro-sweet on the table and the great Fugue will tell you the past. The more euro to finance my time trip, the further back I can lead you."

(Critical Failure Roll/ Maybe questioning Matsumo's CEO's about their company woes wasn't such a good idea.)

"Well, it appears we have a mutual interest, you'd like to know about us, and we'd like to know about you.... You first... *Click*.... I insist."







EXTRA FUN... THE PLAYGROUNDS

What would this adventure be if it didn't introduce the general concept behind the playgrounds and more specifically, the Hanging Gardens of Babylon? This section allows for outside play separate from this module and may be used to introduce the players to Nirvana tech, as well as to the furor over the court case and other events leading up to the adventure. This way the concept behind this module does not become a "one time thing" that is introduced, then promptly forgotten about due to the lack of generalized information.

PLAYGROUND HISTORY

As stated before, the Playgrounds are exactly what their name implies, playgrounds that cater in adult pleasures. Though adult based boards did exist prior to this, the Playgrounds were the first attempt in...

"Creating a totally realistic environment dedicated completely to pleasure in all its forms..."

...or so the official spell was. Very few people were aware of it, but the general concept was a sham. The pioneer of Playgrounds, Matsumo Rising, realized that just having a virtual construct on the Net, no matter how good, wasn't enough; they needed an edge. That's when they started realizing that they could apply current technology in a different way and market it as new. The Cyberpunk culture is one that constantly strives for the leading edge, for new, brave and bold designs, for something else to push the envelope, and that's what Matsumo Rising did. Their Public Relations department pushed the Playgrounds as the newest technology, the leading edge, something that the public had demanded and now needed. It was advertised as digitized heaven on earth, and the public ate it up. Consumer reports trying to expose the new "tech" as a sham were quickly drowned out by the roar of public demand. This was it... whatever "it" was.

After the system came out, most Netrunners worthy of the title realized what "Nirvana" actually was; however, regardless of the lies made to promote it, the system was still good, it did have an edge over other adult based Net constructs and did offer a better alternative to Saturday nights in smoky bar waiting to be rejected or forking out the Euros for a hot date. Besides, most people expected corps to lie anyway, and were, therefore, not disappointed.



Initially, Matsumo Rising (which had now become established and was synonymous with "adult pleasure"), made a killing by selling Pleasure Decks that would work in tandem with the Playgrounds. In order for other companies to compete with Matsumo, rival firms began developing optional Playground adaptable programs for normal decks. These options were used to update standard decks and allow access into the Playgrounds. It was, therefore, more affordable than a complete Pleasure Deck, which was only really good for one thing. Matsumo began losing revenue over the competition, until they found a fault with the option-updated standard decks.

The Pleasure Decks memory had all been allocated to two Internal Interactive virtual construct programs called Perfect Lover and A Piece of Heaven (see *All Decked Out* for the Perfect Lover program). Because Pleasure Decks could not be upgraded in terms of memory due to a design flaw, no other program could be brought in on a Pleasure Deck. However, with the option-updated decks, outside programs could be brought in and used.

Matsumo Rising used this to its advantage and hired a Netrunner named Quiver, armed him with a competitor's option-updated deck and had him enter and attack clientele in Neptune's Ocean, a rival Playground. Sales for Pleasure Decks soared once again after news of both the attack and the flaw that existed with option-updated decks was leaked to the media.

Realizing that someone could remove the Perfect Lover program and A Piece of Heaven routine and substitute them for offensive programs, Matsumo Rising began equipping its decks with an electronic signature hidden in their programs. Bits of the signature were scattered throughout the two Interactive programs of the Pleasure Deck as well as in the Icon generator program. It was like a puzzle in that if one of the programs went missing, part of the signature would be incomplete and the person would not be allowed in the Gardens. The signature only registered in a person's icon and could only be seen by those scanning for it.

Anyone who did not have a signature due to an old Pleasure Deck was turned away and asked to bring in their deck for repair. In return they would get 2 extra hours in the Garden upon receiving their updated Pleasure Deck. This prevented the competition's decks from being used on their system. That was the first move towards securing the Gardens.

Later, however, when somebody entered the Hanging Gardens of Babylon using a Pleasure Deck, but armed with outside programs as well, Matsumo Rising realized they had

a problem; someone had figured out a way of reprogramming the deck without affecting the signatures. They also discovered that the same person also managed to sneak in on someone else's time slot. That is when they took to creating the Shuttle Bus program, this way they could keep tabs on who came and went and prevent the same incident from occurring. Matsumo also created 4 junction points on the Net for the Shuttle Bus to unload their passengers and transport them via special land lines to the Gardens. In addition to that, Ishtar, the Matsumo AI, would scan the system files right before anyone left on the Bus to make sure no programs were tampered with.

Another feature installed was a data transfer terminal located, physically, in Matsumo Rising, but Independent from its data fortress in the Net. In order to limit the number of code gates in the Gardens and the Matsumo Net fortress, a data transfer area was installed. Any incoming or outgoing information to companies outside of Matsumo offices and outlets are processed through an independent terminal in Matsumo Rising offices. Equipped with its own defenses, this fortress and minor CPU is designed to receive information into a pending file. Throughout the day, the files are transferred into hard copies from the terminal within the Matsumo Rising offices, and downloaded directly into the Ishtar Mainframe.

With these security precautions in place, The Hanging Gardens of Babylon have been running efficiently and without problems. In order for someone to sneak into the Gardens, a Netrunner would either have to try and make it past the defended fortress code gates, break through a wall, splice through the land lines or find someone who has reservations on the Garden and jack in from their phone when the Shuttle Bus arrives. Remember though, you still have to have a Pleasure Deck in order to have a signature and be allowed into the Gardens (for more information on how the Shuttle Bus program works, please see the *New Gear* section.)

Still riding on the wave of success over the Playgrounds, Matsumo Rising has gone a step further and announced the opening of the first Virtual Reality Theme Park the size of a city. The name is Nirvana and the slated grand opening is in 7 months. The advertising for it has begun in full force.



ISHTAR MAINFRAME

CPU: 6

INT: 18+ 10 Interface

MEMORY: 24 DATA WALL STRENGTH: 7

AI?: Yes

CODE GATE STRENGTH: 6

PERSONALITY: Friendly and Curious

REACTION: When Ishtar meets someone coming for the Gardens, she will try to seduce him or her, asking what forms she can assume to please the user. If the user is coming for business, she'll try to help or be friendly.

ICON: A young woman without clothing in her early twenties with golden hair that flows about her like liquid gold, covering her bikini regions.

SKILLS:

Skill	Level	Skill	Level
Accounting	+9	Anatomy (Human)	+9
Anatomy (Animal)	+8	Computer Programming	+7
Educ. & Gen. Knowl.	+6	Seduction	+6
Sexuality (Humans)	+10	Sexuality (Animals)	+6
System Knowledge	+6		

FILES:

• System Programs:

- 1- Perfect Lover (host and tour guide for the 'Gardens')
- 2a- Pit Bull 2b- Pit Bull 3a- See ya 3b-Speedtrap
- 4a- Zombie 4b- Zombie 5- Brainwipe 6- Hellhound
- 7- Sword 8- Killer II

• Matsumo Rising Files:

- 9a- Interoffice: Secretarial level information (memo's, public access files, etc)
- 9b- Interoffice: Erotica history and practice
- 9c- Business Records: Clientele information
- 9d- Business Records: Marketing & Advertising information
- 9e- Business Records: Demographics
- 9f- Transactions: Clientele payment
- 9g- Transactions: Patents and copyrighted materials
- 9h- Transactions: Company receipts
- 9i- Transactions: Court fee's and other bills
- 9j- Gray Files: Program and prototype R&D
- 9k- Gray Files: Rival Playgrounds and competitors
- 9l- Gray Files: Special clientele and their needs
- 9m- Black Op's: Hiring and funding of the Wild Hunt.
- 9n- Black Op's: Current investigation of the murders of Matsumo's clients (updated)
- 9o- Black Op's: Hiring and payment of the strike against Neptune's Ocean
- 9p- Black Op's: Swarm and Shrapnel program R&D

• Security Measures

- 10- Elevator access to Matsumo Rising office complex
- 11- Security cameras
- 12- Security badge tracking sensors
- 13- Palm scanners
- 14- Motion scanners
- 15- LDL only to other Matsumo Rising offices (this is the back door to the system from any of the offices of the south tower of the Hondatsun building. It's also where the information is downloaded from the data receivership terminal).
- 16 a-d - Special LDL from 4 Matsumo Rising junction points on the Net.
- 17- Virtual reality elevator to the Hanging Gardens of Babylon on separate level. Access to the Gardens is only through this junction.
- 18- Deck Signature Scanner (reads the hidden signature present in the deck).
- 19- (Not shown on map) Hanging Gardens of Babylon. As part of the Ishtar Mainframe, this is a virtual construct of the 25 levels of the Gardens. Also found here are 6 active "Perfect Lover" programs.
- 20- Data Transferring Terminal

THE HANGING GARDENS OF BABYLON

The general motif used for this Playground revolves around one of the seven wonders of the ancient civilized world taken to a more wondrous degree. The building proper for the Gardens is an ancient Babylonian Temple, with open walls to see the outside sky, man-made rivers and waterfalls that course through the various levels, gigantic pools into which the waterfalls empty, bowls of enormous size suspended from the high vaulted ceiling that hold flowers, bushes and even trees, walkways of reflecting marble with silver and gold veins, huge fireplace pits, stairs and bridges connecting all the 20 or so different levels and open archways everywhere leading to chambers for those couples that want to have total privacy (the archways seal up if a person so wishes after entering).

The Playgrounds are dedicated to satiating the senses and the immersion into complete hedonistic pleasures. Therefore everything in the Gardens is meant to please and refresh the user.

The Gardens are frequented by close to 40 people at any one time, most of whom have chosen either human or exotic icons. A few have taken alien appearances, but those are few and far between. For those unable to obtain a companion, Ishtar has a few active Perfect Lover programs, called nymphs, bathing in pools to act as companions.

The 20 different levels are open to the general public, though the Gardens has another five levels beyond that, which are reserved for special clients to insure their privacy and satisfy their exotic needs. All this is available for a special fee of course.

MATSUMO LDL JUNCTIONS

As stated before, the junctions enable the passengers to disembark from the Net and reach the Gardens via special lines. Each of the junctions are equipped with a CPU and several defense programs. For all intents and purposes, the junctions are another checkpoint in Matsumo's line of security.

JUNCTION CPU's

CPU: 1

INT: 3 Interface

MEMORY: 4

DATA WALL STRENGTH: 5

AI?: No

CODE GATE STRENGTH: 5

• FILES:

System Programs: (all the junctions have the following three programs)

1-Watchdog

2-Speedtrap

3-Hellbolt

4a-Shuttle Bus

4b-Shuttle Bus

5-Business Records: Clientele information

6-Deck Signature Scanner

7-Special land line link up to Matsumo Rising bus terminal.

DATA TRANSFER STATION

CPU: 1

INT: 3

MEMORY: 4

DATA WALL STRENGTH: 5

AI?: No

CODE GATE STRENGTH: 4

• FILES:

• System Programs:

1-Pitbull

2-File pending- Incoming data

3-File pending- Outgoing data

4-Business Records: Log of associate companies

5-Data transfer terminal

NEW GEAR: ALL DECKED OUT

This section covers all the new gear and programs discussed in the adventure above. You asked for it, you got it. Matsumo Rising, a soaring star in the field of adult entertainment, now brings the newest technology to your fingertips, the Nirvana Entertainment Technology line....

PLEASURE DECKS

Tired of kid games? Welcome to the latest in adult virtual entertainment!

The Nirvana Pleasure Deck is equipped with its own virtual reality playroom, customized and dedicated solely to your needs. The newest in braindance technology takes this superrealistic environment and pushes it beyond the realms of reality. Not only can you use all five senses in our environment, but you can also dictate your pleasure and pain thresholds and experience sensations like you've never felt before. 100% is no longer the best you can do, but a limit to be broken.

But wait, what good is this technology if you have no one to share it with? That's where our Perfect Lover program comes in. Each Pleasure Deck is equipped with a companion that you can customize to your needs, and it remembers what you like and dislike. It's totally dedicated to pleasing you no matter what you ask for. The Perfect lover is intelligent, it speaks and remembers what you want each and every time. What more could you ask for in a lover? This is what you've been waiting for.

NIRVANA PLEASURE DECKS

4000 EB

SPEED +2, CPU 1, MEMORY 15, DATAWALL +5. Options include: 4'trode ports, 3x4 M videoboard, keyboard. Remember that the deck, due to a design flaw, cannot have the memory boosted beyond 15 unless, using the skill Cyberdeck Design, the player makes a Very Difficult (25+) skill check. The memory buffer is currently full between the Perfect Lover program, the virtual reality construct and the memory needed to modulate the pleasure/pain thresholds.

NOTE: *There is a flaw with the system that won't be discovered until a few months from now. Through the constant increasing or decreasing of the pleasure/pain thresholds, the user will begin suffering nerve damage. By decreasing the P&P thresholds, the nerves will become more sensitive and more easily stimulated, in some cases almost to the point of pain when the user is simply touched. By increasing the threshold, the opposite might occur where the nerves become desensitized and harder to stimulate. In some of the worst cases, some people won't be able to experience any sort of physical pleasure or pain unless stimulated and modulated through the Nirvana Pleasure Decks.*

PERFECT LOVER PROGRAM

You've heard about it, now experience the Perfect Lover program for yourself from Nirvana Entertainment Technologies. The perfect lover waiting just for you.

Not all programs are dedicated to hacking, protection, intrusion and the like. The Perfect Lover program was designed to be exactly that, a perfect lover for the user. The lover is a superrealistic icon based on the ideals of the user, but once the mold is set, the lover cannot be changed.

The lover was built to be the perfect companion, so Matsumo Rising never cared about the memory allocation of the program. The lover looks like your ideal partner, remembers, is persistent in that it doesn't leave or go until it's de-rezzed, is pseudo intelligent and can speak.

When the icon is first activated, a glowing sphere surrounded by clouds will appear and a voice will begin asking the user to describe what they want their lover to be. This will include sex, height, weight, hair and eye color, age, ethnic background, species (for exotics such as half-felines, etc) and any other physical description imaginable. As the user begins describing the appearance of their lover, the glowing orb will begin taking on the form of the description. Once the physical description is over, the clouds will remain around the icon until the user okays their choice, then the lover steps out of the clouds and the program is set to go.

PERFECT LOVER PROGRAM

900 EB

CLASS: Interactive

STRENGTH: 4

M.U.: 6

ICON: The initial Icon will be a glowing blue or gold orb that's surrounded by storm clouds. As a joke, orchestral music was inserted to play while the lover was being created. The music is set to reach the crescendo when the lover stepped out of the clouds.

SWARM PROGRAM

One of the three assault programs initially designed by Matsumo Rising, this Compiler program differs from other Demon programs in that it was meant to be used as a direct assault vehicle for Anti-Personnel programs. The program consists of a Swarm that emerges from their Hive and can attack up to four different Netrunners using the program's recognition functions. Each Swarm Cluster was designed to carry one program that was activated once the Swarm stung the target.

The Swarm program was equipped with a recognition routine that would enable it to attack Netrunners and not other virtual simulations and whose speed was augmented to cut down the

time it took to decompress the other programs (+2 on Speed giving this program a -2 total for deck speed). It also maintains the ability to move away from the Hive when attacking a runner (though the program possesses no tracking routines in its program).

The program, unfortunately, supported several programming oversights that mark the program as dangerous.

1) *The recognition routine may differentiate between virtual simulations and Netrunners, but it makes no distinction between friendly and hostile Netrunners. The program has attacked its user in the past (1-2 in 1d6 Chance of that occurring).*

2) *The Swarm program tends to be an all-or-nothing program in that once it's activated, it'll release all the programs in an all-out assault regardless of the targets in the area. None of the Swarm will return to the Hive until their program has been discharged.*

3) *Logistical errors in compiling the other programs could result in a carried program being useless once unpacked (programs lines were unpacked in the wrong sequence and now the program doesn't work). There's a 1 in 1d10 chance of this occurring in any program above M.U.:4 with the chance increasing by 1 per M.U. point above that. (i.e. a program with M.U.: 8 has a 1-4 chance on a 1d10 of not working after it's been packed).*

SWARM PROGRAM

1,500 EB

(THOUGH NOT AVAILABLE ON MARKET YET)

CLASS: Compiler

STRENGTH: 4

M.U.: 5 (carries 4 programs)

ICON: The program icon appears to be a hive of contextual quality that releases up to four clouds or swarms of bees. The Swarm will cover a target when releasing their program and promptly return to the Hive once they've finished.

SHRAPNEL PROGRAM

Originally called Bridge Burner, the official purpose of this program was to be carried by Swarm to a target and released as a searing column of flame. The attack would engulf the Netrunner and subject them to energy blasts much in the same way Stun or Hellbolt did. The program was further designed to continue surrounding and following the Netrunners, subjecting them to this attack until they died.

The program was created and equipped with recognition routines to attack Netrunners only. It was designed to go from one target to the next and function that way until destroyed, and it was made to envelope the 'Runner in a column of flame (1D10 damage per turn).

The main problem began when the designer could only write a viable program after the tracking routine had been removed (it was too difficult to be developed otherwise). For some reason, the completed program was still hampered with programming errors turning Bridge Burner into a destructive device.

Once the Bridge Burner attacked a target for the first time, it couldn't follow them afterwards and ended up by zigzagging on the Net randomly (when activated and after it makes the initial attack, if the target moves out of the column, roll 1d10: 1-8 indicates which adjoining square the Bridge Burner moves to, 9-10 make it GM's discretion). One of the technicians at the testing runs joked that it was more like shrapnel in being unpredictable, and the name stuck.

"SHRAPNEL" PROGRAM 10,250 EB (NOT AVAILABLE ON THE MARKET)

CLASS: Anti-Personnel
STRENGTH: 7
M.U.: 7

ICON: The icon of the program is of a photorealistic column of flame that streams forth from a rupture in the Net and advances with hissing, crackling pops and snaps.

SHUTTLE BUS PROGRAM

Advertised as the way to get to the Hanging Gardens of Babylon in style, the bus was actually created to help maintain the security of the Gardens. In order to prevent others from sneaking into the Gardens using other people's appointments, the bus was designed to arrive where the customer intended to jack in from, pick them up and transport them in style on a special priority line back to the Gardens. The bus is equipped with a driver whom the passengers can converse with, distinguish between the various Net constructs and icons and that can carry up to 4 passengers per bus. The bus will not stop except at the pick up points and travels directly to and from the Gardens.

In order to board the bus, the code needed to access the doors is based on the signature of the "Pleasure Deck" of the caller. The customer is then taken to a special Net junction where the passengers are transported via special LDL to the Gardens.

It is possible to sneak aboard the "bus" with the proper programs, but the difficulty lies in discovering before hand where the bus will stop next and how long it may remain before moving again.

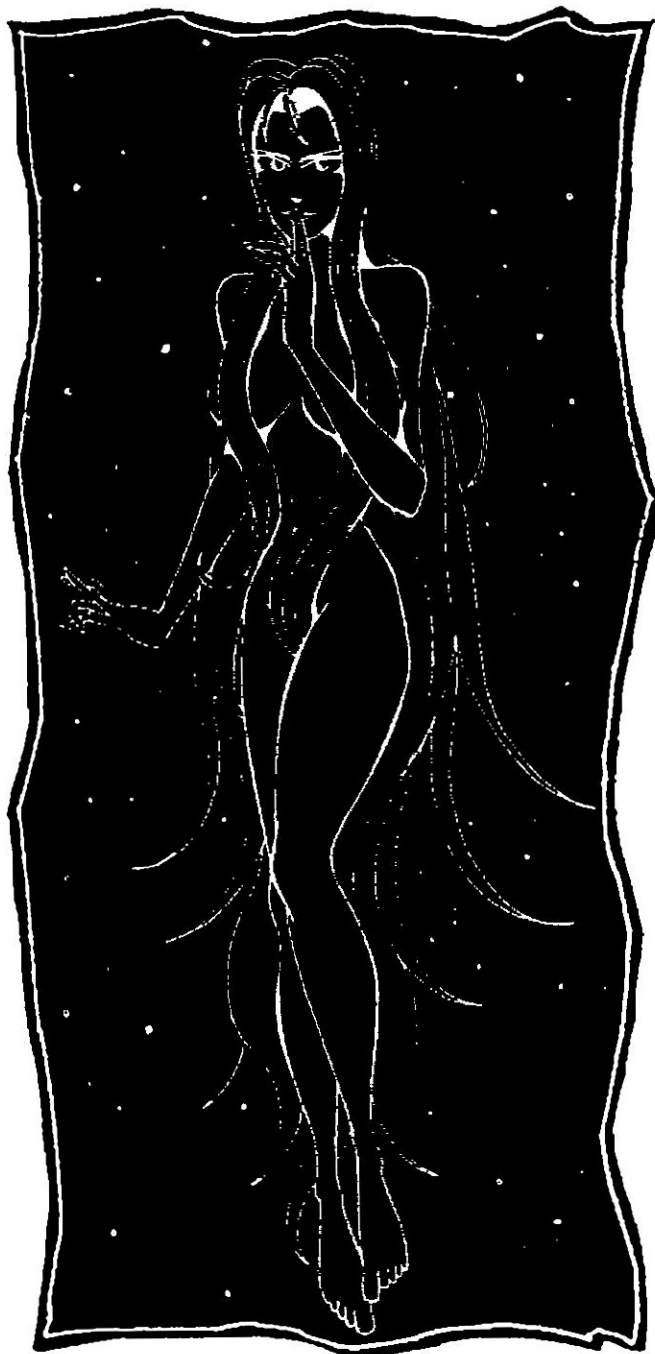
It is important to note that the movement for the bus is still 5 spaces per turn.

SHUTTLE BUS PROGRAM (NOT YET AVAILABLE FOR PUBLIC USE)

700 EB

CLASS: Interactive
STRENGTH: 6
M.U.: 6

ICON: This program utilizes a superrealistic program that looks like a mini-hoverbus with Matsumo Rising emblazoned in red across the sides. The icon is also equipped with a driver who wears a chauffeur's uniform.





TY "T-REX" WREKS

Streetname/Alias: T-Rex
preneur

Real Name: Ty Wreks

Role: FixerSpecialty: Entre-

STATS:

INT: 7 REF: 6 TECH: 5 COOL: 9 ATTR: 7 LUCK: 6 MA: 5
BODY: 6 EMP: 7 BTM: -2

DESCRIPTION:

Sex: Male Age: 32 Ethnic Origin: Hispanic American

Hair Color: Black alternating with white streaks.

Hair Style: Slicked back w/ponytail.

Height: 5'9" Weight: 180 lbs

Eye Color: Soft green.

Facial Hair: Thin well groomed mustache.

Dress and Style: trendy clothing, a bit on the conservative side, wireframe one piece shades and double pierced ears.

Distinguishing Features: Hair color and very calm, smooth tone of voice.

PSYCHOLOGICAL

Motivation: Survival

ExMode: Quiet and collected

InMode: Scheming

Attitude: knowledge is survival. T-Rex is someone who enjoys being in the know. He'll always be available to discuss business if he thinks he can learn something out of the encounter. To him it's like a game of chess and he does enjoy a challenge.

SKILLS:

Skills	Level	Skills	Level
Streetdeal	+8	Awareness/Notice	+7
Brawling	+3	Forgery	+2
Handgun	+5	Intimidate	+4
Melee	+5	Persuasion	+8
Pick Lock	+3	Wilderness Survival	+1

EQUIPMENT:

Worldsat communications newsviewer; chipware socket; MRAM chips for business and pleasure; cyberaudio w/ voice stress analyzer (+2 to Perception and Interrogation skills); Trauma Team card; Federated Arms X-9 mm medium autopistol

BACKGROUND:

Ty calls himself "My own idol". He is a bit of a success story in that he always managed to buck the odds and survive the post millennia conflicts. Ty was raised on the streets of Chicago. As any young punk trying to set up a rep, Ty began as a lookout and runner for a local gang called the Rockets (after the Houston basketball team that took the conference championship undefeated in '97). After his mother ran off to join a Millennium Cult at the turn of the century, Ty grew up on the streets, moving through the ranks of his gang until they got wiped out by a rival gang, one of the first Boostergangs to appear in the barrios. Ty was one of three survivors.

Realizing there was little left for him in Chicago, Ty began drifting from city to city, traveling with nomad packs and gypsy caravans for close to two years. Tired of traveling, Ty settled back down into the city and began working the streets as a Fixer.

Having survived numerous gunfights, attempted assassinations, food riots, plague outbreaks, corp wars and everything else offered by society, Ty decided to pool all his money and assets into a safer venture, opening a nightclub. As with anything that he did, Ty made a go of the business and is now fairly successful.



MARK "SLAMDOWN" TEIPER

Streetname/Alias: Slamdown
Specialty: Combat Military Driver

Real Name: Mark Teiper

Role: Solo

STATS:

INT: 5 REF: 7 TECH: 8 COOL: 9 ATTR: 4 LUCK: 6 MA: 7
BODY: 8 EMP: 4 BTM: -3

DESCRIPTION:

Sex: Male Age: 27 Ethnic Origin: Caucasian American Hair Color: Brown
Hair Style: Long, unkempt and receding hairline. Facial Hair: 2-4 day growth. Height: 6'1"
Weight: 159 lbs Eye Color: Black
Dress and Style: grunge look and not very well kept.
Distinguishing Features: drugs are affecting his appearance. Baggy eyes, undernourished, looks a bit wild.

PSYCHOLOGICAL

Motivation: Money for next fix. ExMode: Loud Braggart InMode: Paranoid and insecure
Attitude: I know I'm going to die, might as well be the one deciding when. Slamdown is on the verge of losing it. Sooner or later his paranoia is going to start affecting his decisions and he's going to start second guessing his own actions. This'll eventually lead to his death. In the meantime, Slamdown takes almost a perverse pleasure in stealing vehicles, running people over in them, then dumping the vehicle. If Slamdown can use the victim's own car to run the target over, Slamdown will literally be high on the euphoria (couple that with a shot of dorphs and nobody understands a word he's saying).

SKILLS:

Skills	Level	Skills	Level
Combat Sense	+4	Awar./Not. (+4 with ima. enh.)	+2
Brawling	+3	Driving (+9 with APTD chip)	+7
Electronic Security	+4	Gambling	+2
Handgun	+6	Melee	+4
Pick Lock	+2	Rifle	+6
Stealth	+2	Sub-Machine Gun	+1

EQUIPMENT:

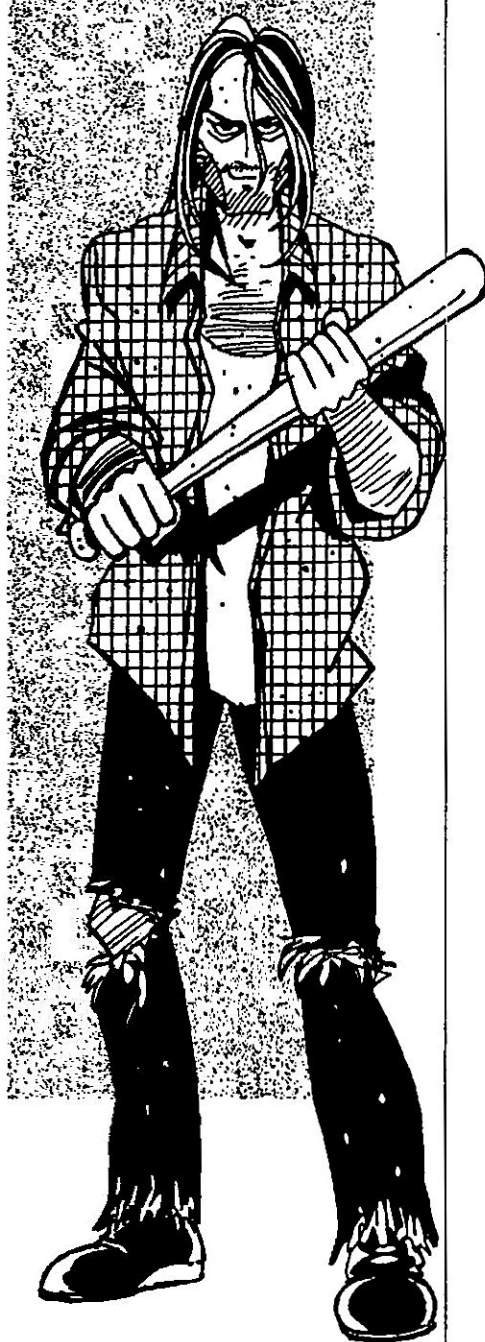
Cardlock decryptor; security scanner; tracking device; tracer buttons; advanced alarm removal kit; Glock Thirty semi-automatic machine pistol.

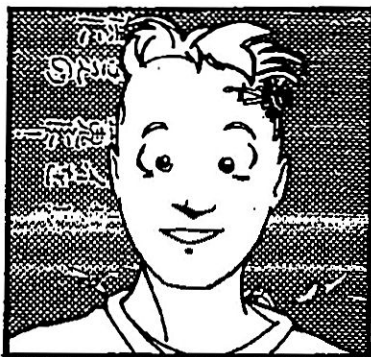
CYBERWEAR:

Vehicle link; Kerenzikov boosterware (+1 to init.); interface plug/ APTD driving chip (+2); BigKnucks; image enhancement (+2 to Awareness).

BACKGROUND:

For many people, the ways out from the hell of the early 21st century were with the military. Didn't have to worry about food or lodging, just had to know how to kill and follow orders. That was enough for Mark as he hated scrounging around in the streets like his parents and had to lie about his age to enter the military (he was only 15). Mark was trained as a combat driver for troop transports and fought in the second Central American conflicts. It was there that he picked up his drug habits and fondness for running over the enemy. After the wars, Mark returned to the streets and began hiring himself out as a Solo. Due to his highly visible M.O. of running people over, Mark has been forced to move from city to city in order to find work (people don't like identifiable hits).





JOHN "TURBOXX" FLAMANN

Streetname/Alias: Turboxx
Speciality: Computer Programmer

Real Name: John Flamann

Role: Netrunner

STATS:

INT: 8 REF: 6 TECH: 10 COOL: 5 ATTR: 6 LUCK: 6 MA: 4
BODY: 6 EMP: 5 BTM: -2

DESCRIPTION:

Sex: Male Age: 24 Ethnic Origin: Caucasian American Hair Color: Blond
Hair Style: Respectable clean cut, sides and back shaved. Facial Hair: None
Height: 5'9" Weight: 174 lbs Eye Color: Varies
Dress and Style: Loose fitting clothing, casual wear w/jeans and t-shirts.
Distinguishing Features: Looks like the boy next door.

PSYCHOLOGICAL:

Motivation: To feel needed ExMode: Helpful but quiet

InMode: Wants to help, a bit of a follower.

Attitude: Enjoy what you have, take nothing for granted. John is unusual in that he doesn't have a clear distinction between fantasy and reality. In the Net, he can easily attack and kill someone, but ask him to do the same outside the Net and he's horrified. It's as though he doesn't make the connection that by killing someone on the Net, you kill someone in real life.

SKILLS:

Skills	Level	Skills	Level
Interface	+6	Awareness	+3
Basic Tech	+6	Cybertech	+5
Cyberdeck Design	+6	Education	+4
Electronics	+5	Programming	+6
System Knowledge	+5		

EQUIPMENT:

See Turboxx section for equipment list.

CYBERDECK:

SGI Technologies "Elysia" portable deck w/options (Cyberpunk 2020 p. 123) chipreader, video board, Trode ports, +2 Speed, +5 Data Wall.

Programs: Shrapnel, Swarm, Jackhammer, Poison Flatline, Glue, Invisibility, Stealth, Raffles.

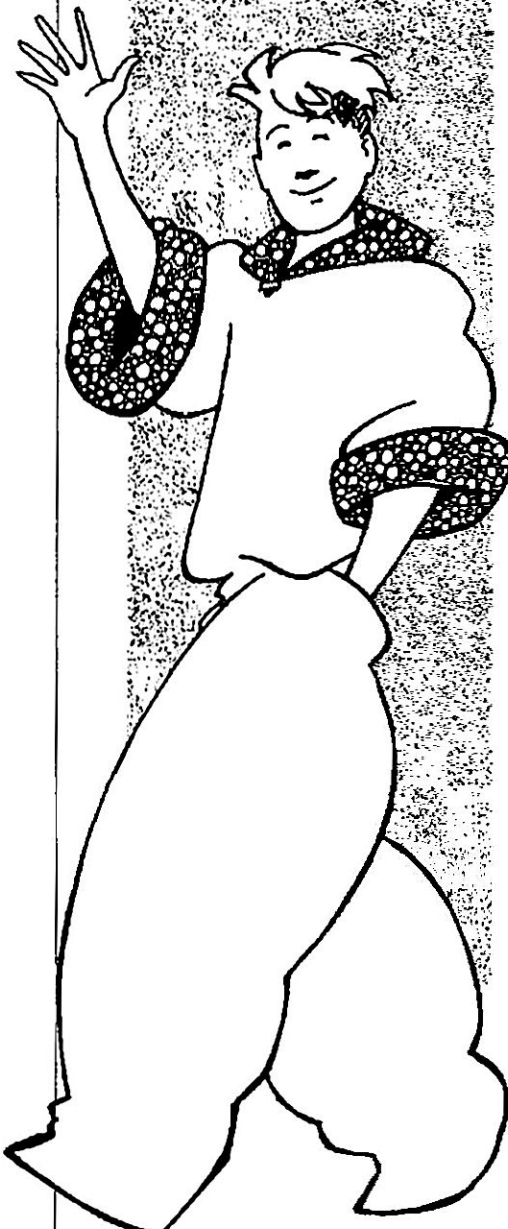
CYBERWARE:

Interface plug (temples); color gland control (eye color)

BACKGROUND:

Despite the times, despite the hardships, John was always raised with good manners and a good nature. It was through a richer friend that John discovered the joys of virtual reality and netrunning when he was younger. It was also through his friend that John learned how to steal things using a computer. At first the Flamanns didn't like the idea of their son stealing, but times and circumstances dictated survival by any means. Through John's actions, he paid for the food and the bills, paid his younger sister and himself through school and university and effectively became the breadwinner of the family.

After his parents passed away and his sister got married, John found himself alone. He then began hiring his services out just to have something to do, something that made him feel wanted. It was shortly after that he met Tanya and fell in love with her. Now, with someone to care for in his life, John is thinking about retiring from the 'business' as soon as he finishes this last job.



TARRA POULNER

Streetname/Alias: none
Specialty: Virtual Architect

Real Name: Tarra Poulner Role: Netrunner

STATS:

INT: 9 REF: 6 TECH: 8 COOL: 4 ATTR: 8 LUCK: 6 MA: 6
BODY: 5 EMP: 3 BTM: -2

DESCRIPTION:

Sex: Female Age: 27 Ethnic Origin: Oriental American Hair Color: Black
Hair Style: Straight, shoulder length cut, even all around. Facial Hair: None
Height: 5'6" Weight: 126 lbs Eye Color: Black
Dress and Style: business suit, conservative wear.
Distinguishing Features: no real distinguishing features.

PSYCHOLOGICAL:

Motivation: (Currently) Revenge ExMode: Businesslike, straight to the point.
InMode: Control freak.

Attitude: Get the job done and get it done right the first time. It should be noted that Tarra's desire for revenge, no matter who gets hurt, stems from two things, both of which resulted from the rape. The first is that Tarra is usually in control of situations, and the rape removed that control from her. The feelings that not even her thoughts were safe from assault has focused her pain into a blinding rage. The second factor is that Tarra is coming close to entering cyberpsychosis due to her low tolerance for cyber implants and the rape has just augmented the breakdown.

SKILLS:

Skills	Level	Skills	Level
Interface	+6	Awareness/Notice	+2
Basic Tech	+3	Composition (Fractal Architect.)	+7
Cybertech	+4	Cyberdeck Design	+2
Education	+4	Electronics	+4
Programming	+9	System Knowledge	+5

EQUIPMENT:

Zetatech "E-Book" (journal); Datatel image wallet

CYBERWARE:

Interface plugs; cybermodem link; contraceptive implant.

BACKGROUND:

If one word described how Tarra felt growing up, it was "used". Growing up in an affluent environment, Tarra was groomed by her parents to be the pinnacle of success. Everything from the boys she dated to her career choice was part of the family's plan. It wasn't until university that she realized the control her parents had over her and she rebelled. She swore that nobody would ever control her life that way again and switched majors in university, pursuing a major in programming and a minor in architecture. She even obtained cyber-implants, much to the chagrin of her parents, and began doing things contrary to their wishes.

In a massive argument, the family cut Tarra off and swore that she wouldn't be accepted back until she changed her ways. Tarra had expected this and cashed in all the savings bonds and shares she had received over the years as gifts. Part of this money went to funding her education, and the rest went into reinvestment.

After graduating with top marks, she was hired by Fractal Dreams, a company specializing in virtual reality architecture. It wasn't until four years later that she discovered that her father was a silent partner in the company and that he had arranged for her to be hired, hoping to eventually place her as head of the company. In retaliation, she quit and moved to another city. She was finally approached by Matsumo Rising to be chief architect on a new project entitled Playgrounds, so she accepted and worked there for two years before the incident.

Several months after the rape, Tarra finally emerged from shock and realized that Matsumo Rising would not assist her in apprehending the rapists. Tarra managed to escape the hospital through bribes and went into hiding. She cashed in all the investments she had made and began looking for a way to strike back at Matsumo Rising. It's with this cash that she's hired the services of T-Rex and is paying for the hits.





TANYA MARCUS

Streetname/Alias: none Real Name: Tanya Marcus Role: Corporate Specialty: Public Relations

STATS:

INT: 8 REF: 7 TECH: 7 COOL: 5 ATTR: 9 LUCK: 4 MA: 4
BODY: 6 EMP: 7 (9 with John) BTM: -2

DESCRIPTION:

Sex: F Age: 32 Ethnic Origin: Caucasian American Hair Color: Auburn
Hair Style: Worn long down to the shoulder blades and loose. Facial Hair: None
Height: 5'8" Weight: 145 lbs Eye Color: Blue (varies due to shift-tacts)
Dress and Style: Corporate suits or loose fitting Japanese designer clothes worn on off-hours.
Distinguishing Features: with exception to her eyes, she uses no other obvious cyber-enhancements.

PSYCHOLOGICAL:

Motivation: Loyalty ExMode: Calm, easy going and jovial InMode: Caring, thorough and observant.
Attitude: if I know what I like, there's no stopping me. Tanya is easygoing about many things, but when it comes to either work or John, she's very serious. Those two things encompass her world and she does her best to insure nothing goes wrong with either. Very much of the protective type. Even though she is aware of John's activities, she was taught a long time ago to "achieve your needs through any possible manner", so his job doesn't really bother her as much as her worry for his safety. Tanya could never bring herself to augment herself in any capacity with the exception of the shift-tacts.

SKILLS:

Skills	Level	Skills	Level
Resources	+7	Accounting	+6
Awareness/Notice	+5	Education	+5
Human Perception	+3	Languages	
Library Search	+2	(French, Japanese, German)	(+5), (+6), (+3)
Oratory (Business presentations)	+5	Personal Grooming	+4
Persuasion	+3	Social	+4
Stock Market	+6	Travel (Europe, Japan)	(+4), (+6)
Wardrobe & Style	+3		

CYBERWARE:

Shift-tacts

EQUIPMENT:

Pocket TV; laptop computer; cellular phone; Dataterm; credchip account; Budget Arms C-13 light autopistol.

BACKGROUND:

Like Tarra, Tanya was born into money and afforded the best living conditions. Tanya was rarely aware that misery on the scale that actually occurred did exist. Her parents traveled from country to country, resort to resort, always keeping her away from the conflicts or hardships that affected the rest of the world. She was tutored by the best private teachers money could buy and taught the ropes of the business world by her mother. Eventually Tanya went on to university in Japan and, after graduating, was immediately given a position in her father's new company on the American continent. Tanya, now aware that people tended to regard her as spoiled, asked that she be allowed to prove herself (and prove it to herself that she could succeed), to work her own way through the company on her merits. When she finally achieved the position of head of Public Relations, there were still those that whispered "nepotism" and the like, but the truth of the matter was, Tanya had succeeded on her own.

Tanya later met John Flamann at a party being thrown by an artist friend of the two and found themselves falling in love.



THE WILD HUNT: MICHEAL ZIZELMANN

Streetname/Alias: Micheal Zizelmann Real Name: Alfonso Aragossa Role: Corporate/Vampire
Specialty: Coven Leader

GAME STATS:

INT: 11 REF: 11 TECH: 4 COOL: 8 ATTR: 7 LUCK: 7 MA: 5
BODY: 10 EMP: 5 BTM: -4 PSY: 11

DESCRIPTION:

Sex: M Age (Real/App.): 490/23 Ethnic Origin: Spanish (Mediterranean)
Age Level: IV Hair Color: Black Hair Style: Long and pulled back w/ponytail looped like a lariat.
Facial Hair: None Height: 5'7" Weight: 138 lbs Eye Color: Deep Green
Dress and Style: Dark clothing, usually turtleneck sweater and long rain coat.
Distinguishing Features: Though a small man by comparison, Micheal's pale complexion accentuates his deep green eyes. This can draw many people into his gaze.

PSYCHOLOGICAL:

Motivation: Experience ExMode: Quiet, cool, calm & collected. InMode: Studies everything.
Attitude: Life is too short to discover her nature. Having now taken the name of Micheal Zizelmann from a young doctor who impressed Aragossa in the century past, Micheal now lives his existence to experience all the facets of life and death. Every time he begins his life anew, Micheal finds a new career or "life choice" to experience and explore. He fancies himself as the ultimate researcher, a researcher of the nature of things.
Quirks: Stake through heart will kill (-4); Cannot enter Churches (-1); Awakens earlier than usual (+2); +1 to PSY (+3).

SKILLS:

Skills	Level	Skills	Level
Resource	+9	Accounting	+5
Awareness/Notice	+6	Education & General Knowledge	+9
History	+9	Human Perception	+8
Language (Latin, English, Spanish)	(+6), (+8), (+7)	Library Search	+4
Personal Grooming	+3	Persuasion	+6
Social	+2	Stock Market	+6
Wardrobe & Style	+2		

PSYCHIC POWERS:

Healing	+8	Illusion	+7
Kinesis	+9	Matter Alteration	+9
Mental	+5	Telepathy	+6

EQUIPMENT:

Mead electronic notebook; Datatel image wallet; Militech Arms Avenger medium autopistol; kevlar armor jacket (trenchcoat, SP 14); cellular phone; radiation monitor.

BACKGROUND:

After the 1500's, most European nations were coming away from the centuries of the Inquisition bloodbath, with the exception of Spain. In 1553 AD, a young man by the name of Alfonso Aragossa was in the hands of the Inquisitors for blasphemy and consorting with witches. The accusation was his death sentence, the torture his path to repentance, but the final release of being burnt at the stake never came.

Aragossa had been smitten by the charm of his father's latest mistress and continued to compete for her attentions, an act not appreciated by his father, who turned him over to the Inquisitors. But it seems that the young mistress was not who she appeared and, one night, visited Alfonso with the offer of life immortal. Near death and devoid of the faith that he once believed in, Alfonso agreed and was spirited out of the dungeons. He was raised back to health and slowly brought into the courts of the night. To prove his final allegiance to the courts, Alfonso was sent to destroy the man responsible for his pain, but upon visiting his horrified father, Alfonso realized he was still more human than beast in spirit. Aware that this act would be seen as one of weakness, Aragossa booked passage on a ship to go to the new world, the Americas, where he would begin life anew.

Now in remembrance of his flight and the life he left, Alfonso Aragossa settles and remains in one place, establishing a life and fortune for himself until the Fifty-Third year of each Century. Then he vanishes without a trace to a new city, leaving everything behind to begin anew.





NORRIS "BOLT" THOMPSON

Streetname/Alias: Bolt Real Name: Norris Thompson Role: Rockerboy/Vampire
Specialty: Gymnast

GAME STATS:

INT: 9 REF: 12 TECH: 4 COOL: 7 ATTR: 9 LUCK: 7 MA: 7
BODY: 5 EMP: 8 BTM: -2 PSY: 9

DESCRIPTION:

Sex: M Age (Real/App.): 59/27 Ethnic Origin: Afro-American Age Level: II Hair Color: Black
Hair Style: Curly, short on the sides with a fade to a flat top. Facial Hair: Short goatee.
Height: 6'1" Weight: 161 lbs Eye Color: Black
Dress and Style: always the best. Current style worn well, but non-constrictive.
Distinguishing Features: Congenial smile and outgoing attitude.

PSYCHOLOGICAL:

Motivation: Hedonist ExMode: Gregarious, good natured. InMode: Cool and collected. In control.
Attitude: Life was meant to be savored. Norris enjoys life as much as possible. He allows little to get in his way or before his mood. Very outgoing and friendly with people, he makes them feel comfortable. Loves dancing and especially music, enjoys acting and is a naturally talented acrobat. Norris will not kill any innocents, but has no compunctions in punishing those whom he considers guilty.

Quirks: Stake through heart will kill him (-4); Decapitation with shovel will kill him (-4); Must sleep in coffin (-2); +2 on Athletics (+4); +2 on Reflexes (+6)

SKILLS:

Skills	Level	Skills	Level
Charismatic Leadership	+7	Athletics (with Quirk bonus)	+5 (+7)
Awareness/Notice	+7	Brawling	+6
Forgery	+3	Handgun	+2
Melee	3	Persuasion	+5
Perform	+6	Pick Lock	+5
Pick Pocket	+3	Seduction	+4
Streetwise	+8	Wardrobe & Style	+6

PSYCHIC POWERS:

Power	Level	Power	Level
Body Control	+6	Charm	+8
Psychic Focus	+7	Regeneration	+9
Sensory	+3	Transform	+5

EQUIPMENT:

Armorjacket (bomber jacket, SP 14); Mastoid commo; pocket computer; ID badgemaker; emergency Wild Hunt card (similar to Trauma Team); Stemmeyer type 35 heavy autopistol; radiation monitor.

BACKGROUND:

Born and raised in Houston, Texas, Norris always maintained his attitude of enjoying life to the fullest regardless of the circumstances. In University, Norris dated an Iranian woman by the name of Melody, who later left to live with her family in L.A. Years later, when Melody returned, she did so as a vampire. She realized that she needed someone to go throughout time with her, a familiar face to ease the passage of centuries, and for that she chose Norris.

A year after Melody brought Norris over as a vampire, the two realized they were too similar in nature to be anything but part-time lovers. So both went their separate ways again, choosing to live life according to their own nature and knowing that somewhere out there, there was somebody they could call on to ease the loneliness of time.

Norris chose to travel the world as he always dreamt and began doing so till about the late 1990s, when the death of an old friend in Houston demanded his return. It was at the funeral that Norris spotted another vampire in the crowd, a man by the name of Ian Scott who was also friend with the deceased. This small bond brought the two together as traveling companions and good friends ever since.

IAN "WHISPER" SCOTT

Streetname/Alias: Whisper Real Name: Ian Scott Role: Solo/ Vampire Specialty: Physical Fitness Trainer

STATS:

INT: 8 REF: 9 TECH: 5 COOL: 7 ATTR: 7 LUCK: 4 MA: 9
BODY: 11 EMP: 5 BTM: -5 PSY: 6

DESCRIPTION:

Sex: M Age (Real/App.): 54/28 Ethnic Origin: Afro-Caribbean Age Level: II Hair Color: Black
Hair Style: Crew cut Facial Hair: None Height: 6'3" Weight: 180 lbs Eye Color: Green
Dress and Style: Tight athletic clothing worn to show off his excellent build.
Distinguishing Features: Natural green eyes, soft "babyface" features.

PSYCHOLOGICAL:

Motivation: Survivalist ExMode: Outgoing and vivacious InMode: Cautious and plotting
Attitude: Physical fitness is the key to mental happiness. Growing up overweight, it wasn't until Ian discovered aerobics and weight lifting that he lost the weight and began developing a better self image. Though his Vampiric nature now allows him to maintain his physique without any upkeep, Ian still does aerobics for the pleasure of it and weightlifting to show off from time to time. One major fear Ian does suffer from is dying. He's afraid that there isn't anything after life, no heaven or hell, just an eternity under six feet of dirt. It's for this reason that Ian will go to virtually any length to insure his safety (short of selling out his friends or betraying their trust).

Quirks: Stake through heart will kill him (-4); Decapitation with shovel will kill him (-4); Cannot enter churches (-1); +1 to Endurance Feat (+2); +1 to Body (+3); Functional Digestive System (+4).

SKILLS:

Skills	Level	Skills	Level
Combat Sense	+2	Athletics	+7
Awareness/Notice	+6	Basic Tech	+2
Brawling:	+3	Endu. Feat (w/ Quirk bonus)	+4 (+6)
Handgun	+4	Human Perception	+4
Interrogation	+3	Persuasion	+5
Seduction	+2	Stealth	+3
Streetwise	+2	Submachine Gun	+2

PSYCHIC POWERS:

Power	Level	Power	Level
Body Control	+5	Transform	+8

EQUIPMENT:

Federated Arms X-9mm medium autopistol; digital chip player; music chips; Mastoid commo; handcuffs; armor jacket (wind breaker, SP 14); emergency Wild Hunt card (similar to Trauma Team card).

BACKGROUND:

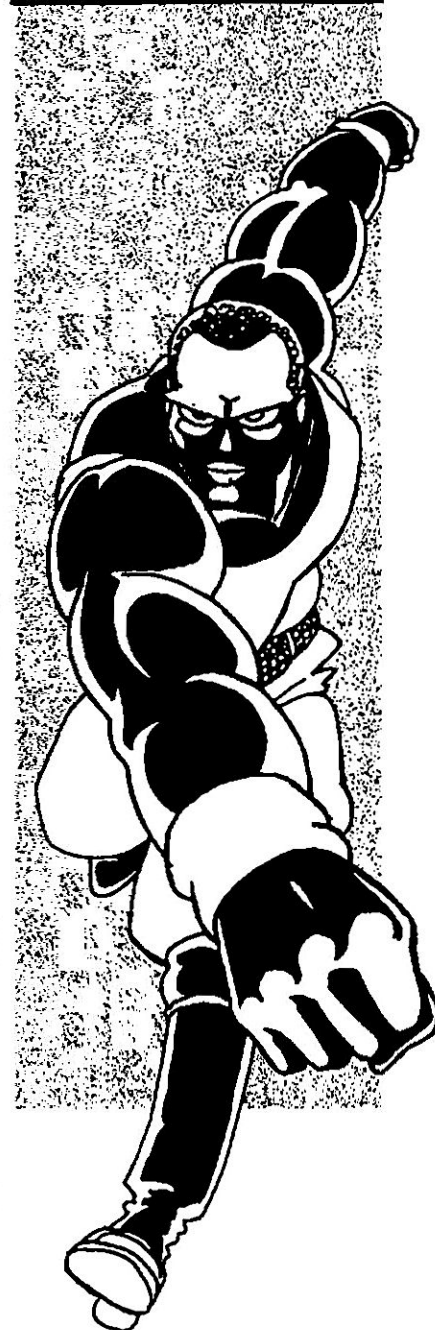
Ian spent a good part of his childhood traveling between Barbados and Montreal. Though chubby earlier on in life, Ian began losing weight and became so involved in physical fitness that he would go weight lifting at least 2 hours everyday coupled with at least an hour of aerobics. Thus began Ian's move into becoming an aerobics instructor and physical fitness trainer. Though his general attitudes in life began to change, Ian was still obsessed with a fear of dying. It was in his late twenties that Ian met this one gentleman who changed his life forever.

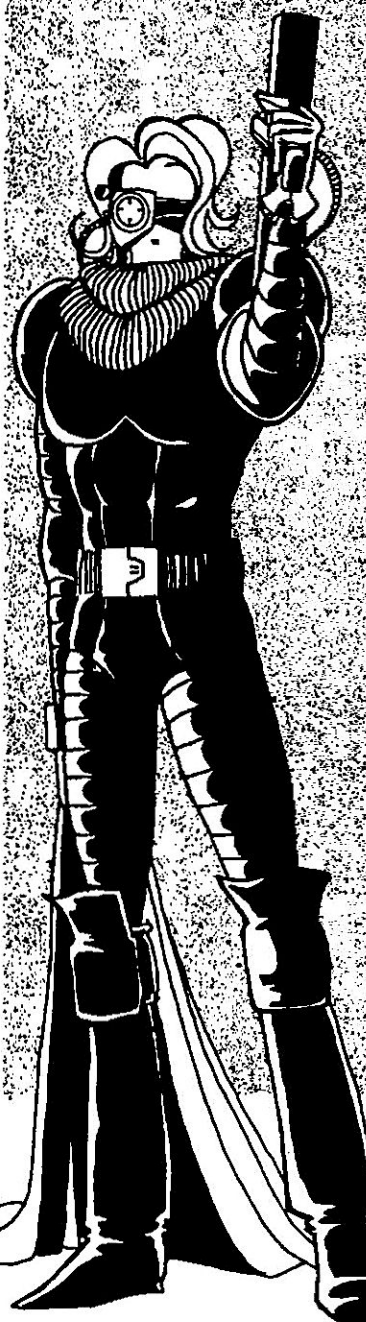
Ian had known this one man who only identified himself as Sam since he first began weightlifting. Sam was the owner of the health club that Ian attended and something about Sam struck Ian as odd; Sam only appeared in the evenings, his very pale complexion, his great strength and stamina despite his small frame, the fact that he never did sweat despite the activity, his general secretive nature, his references to incidents that occurred outside of his lifetime and other small inaccuracies struck Ian as unusual.

Ian began talking to Sam out of what was first curiosity and, later, a close friendship with him. Eventually, after the two had become good friends, Ian confided in Sam about his fear of death. It was then that Sam revealed himself as a vampire and offered Ian the choice of life immortal. Ian accepted.

Ian later parted ways with Sam under friendly terms and began traveling North America in an effort to leave his former life behind. It wasn't until the late 90's that he resided in Houston for a while and made friends with Norris.

The only disappointment that Ian has about unlife is the fact that he can no longer experience the adrenaline rush of exercise, but the plus side is that he can eat whatever he wishes.





STEPHAN "HARDWIRED" THEOVALD

Streetname/Alias: Hardwired
Specialty: Military Weapons Specialist

Real Name: Stephan Theovald

Role: Techie/Vampire

STATS:

INT: 7 REF: 8 TECH: 10 COOL: 8 ATTR: 4 LUCK: 6 MA: 5
BODY: 9 EMP: 3 BTM: -3 PSY: 4

DESCRIPTION:

Sex: M Age (Real/App.): 36/32 Ethnic Origin: Caucasian American. Age Level: 1 Hair Color: Dirty Blond.
Hair Style: Shoulder length and worn loose. Facial Hair: None. Height: 5'11" Weight: 235
Eye Color: Yellow (implants), no pupils.
Dress and Style: Turtleneck, cloaks to conceal weapons, dark paramilitary gear.
Distinguishing Features: Faceplate with mouth exposed and one eye dominated by optic sensor array.

PSYCHOLOGICAL:

Motivation: Follower ExMode: Cold & silent InMode: Even colder with little regard for anything.
Attitude: Life without a direction is worthless. Stephan is a complete follower, he's not loyal to money but to the completion of a job and the greater needs of the team. Stephan isn't used to handle secret or delicate situations due to his heavy handed and brutal methods. He's good at building and modifying weapons and cannot work without a reason to drive him. He answers completely and without question to Micheal and will follow him into the pits of hell to do so.
Quirks: Stake through heart will kill him (-4); -1 to ATTR (-3); +2 to Weapons Tech (+4); +1 to Tech (+3).

SKILLS:

Skills	Level	Skills	Level
Jury Rig	+4	Athletics	+2
A.V. Tech	+1	Basic Tech	+2
Brawling	+4	Cybertech	+1
Electronics	+3	Handgun	+5
Heavy Weapons	+4	Intimidate	+4
Rifle	+3	Security Tech	+2
Submachine Gun	+7	Weapon Tech	+7
Wilderness Survival	+4		

EQUIPMENT:

Armalite 44 pistol; Sternmeyer SMG 21; Arasaka rapid assault shotgun (all weapons are smart linked though he only chooses one for a mission with the other two as backup); chain knife; Mastoid commo; Wild Hunt emergency card (similar to Trauma Team card); kevlar T-shirt (SP 10); flak pants (SP 20).

CYBERWARE:

Digital weapons uplink; skin weave (SP 12); muscle and bone weave; interface plugs; chipware socket; ATPR chips (+2 to Handgun, Rifle, Weaponsmith, Heavy Weapons & Submachine Gun skills); cyberarm w/ buzz-hand & micro-missile launcher; faceplate (SP 25) w/ 5 optic mounts: targeting scope (+1 to weapons uplink), thermograph sensor, image enhancer, teleoptics, ultraviolet, microvideo & anti dazzle; Sandevistan speedware (+3 to initiative).

BACKGROUND:

If ever there was a career military man, Stephan was it. Following in the proud steps of his great grandfather who fought in WWII, his grandfather who fought in 'Nam, his father who fought in Desert Storm, Stephan was bred to follow orders blindly and unswervingly. After his stint in the South American conflicts Stephan found himself looking for greater challenges to conquer, bigger foes to vanquish. Listing his services in mercenary magazines, Stephan was hired by Micheal Zizelmann to complete one task... hunt Micheal down and try to terminate him. Stephan discovered that he wasn't the only one hired to hunt him down, and first went out of his way to terminate the competition before beginning to hunt down Micheal. He managed to locate Micheal after 2 months and almost succeeded in ambushing him before Micheal brought him down. Impressed with his initiative, candor and zeal in which he tried to complete an assignment, Micheal offered Stephan the chance of living many lifetimes to fight in many wars. It was too good of an opportunity for Stephan to turn down.

DARRIN "DIGIT-ICE" SCHONFELD

Streetname/Alias: Digit-Ice
Specialty: Computer Programming

Real Name: Darrin Schonfeld

Role: Netrunner/Vampire

STATS:

INT: 7 REF: 6 TECH: 11 COOL: 5 ATTR: 8 LUCK: 7 MA: 5
BODY: 6 EMP: 6 BTM: -2 PSY: 6

DESCRIPTION:

Sex: M Age (Real/App.): 26/22 Ethnic Origin: Caucasian American Age Level: 1 Hair Color: Dark Blond
Hair Style: Straight, no frills haircut Facial Hair: Light mustache Height: 5'10" Weight: 175 lbs
Eye Color: Hazel
Dress and Style: Sweats and T-shirt, loose and comfortable clothing.
Distinguishing Features: None.

PSYCHOLOGICAL:

Motivation: Computers ExMode: Pensive, distracted InMode: Pensive, distracted.
Attitude: The better the tech, the better life is. Darrin is a bit upset at becoming a vampire ever since he learned that he can't update his cyberimplants with the newest materials on the market due to his "new nature". This has upset him since he always kept up with the newest tech out. He's currently trying to find a way to bypass this problem through the use of his powers. Apart from that, he's fairly easygoing with other people even if he is regarded as a bit of a doof and a practical joker.

Quirks: Stake through heart will kill (-4); Aversion to garlic (-3); Aversion to crosses (-3); Awakens earlier (+2); +2 to Tech (+6); +1 to Interface (+2).

SKILLS:

Skills	Level	Skills	Level
Interface (+9 with Quirk Bonus)	+7	Basic Tech	+4
Cybertech	+6	Cyberdeck Design	+4
Education	+3	Electronics	+5
Library Search	+4	Notice	+4
Programming	+7	System Knowledge	+4

PSYCHIC POWERS:

Electrokinesis	+5	Matter Alteration	+6
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EQUIPMENT:

Microtech IIKL-4 workstation; Mastoid commo

CYBERWARE:

Interface plugs; radiation detector; cybermodem link; Dataterm link; skinwatch.

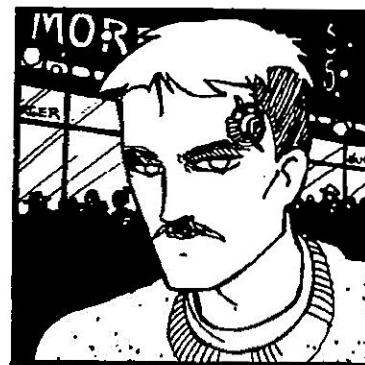
CYBERDECK DESIGN:

Microtech cybermodem headgear tech (portable deck, 20 M.U., Speed +4, Datawalls +4); Netrunner flipswitch; Programs: Wizard's Book, Speedtrap, Poison Flatline, Replicator, Stealth, Hellbolt, Firestarter, Glue, Imp, Genie, Crystal Ball, Padlock (GM's choice on which ones are loaded).

BACKGROUND:

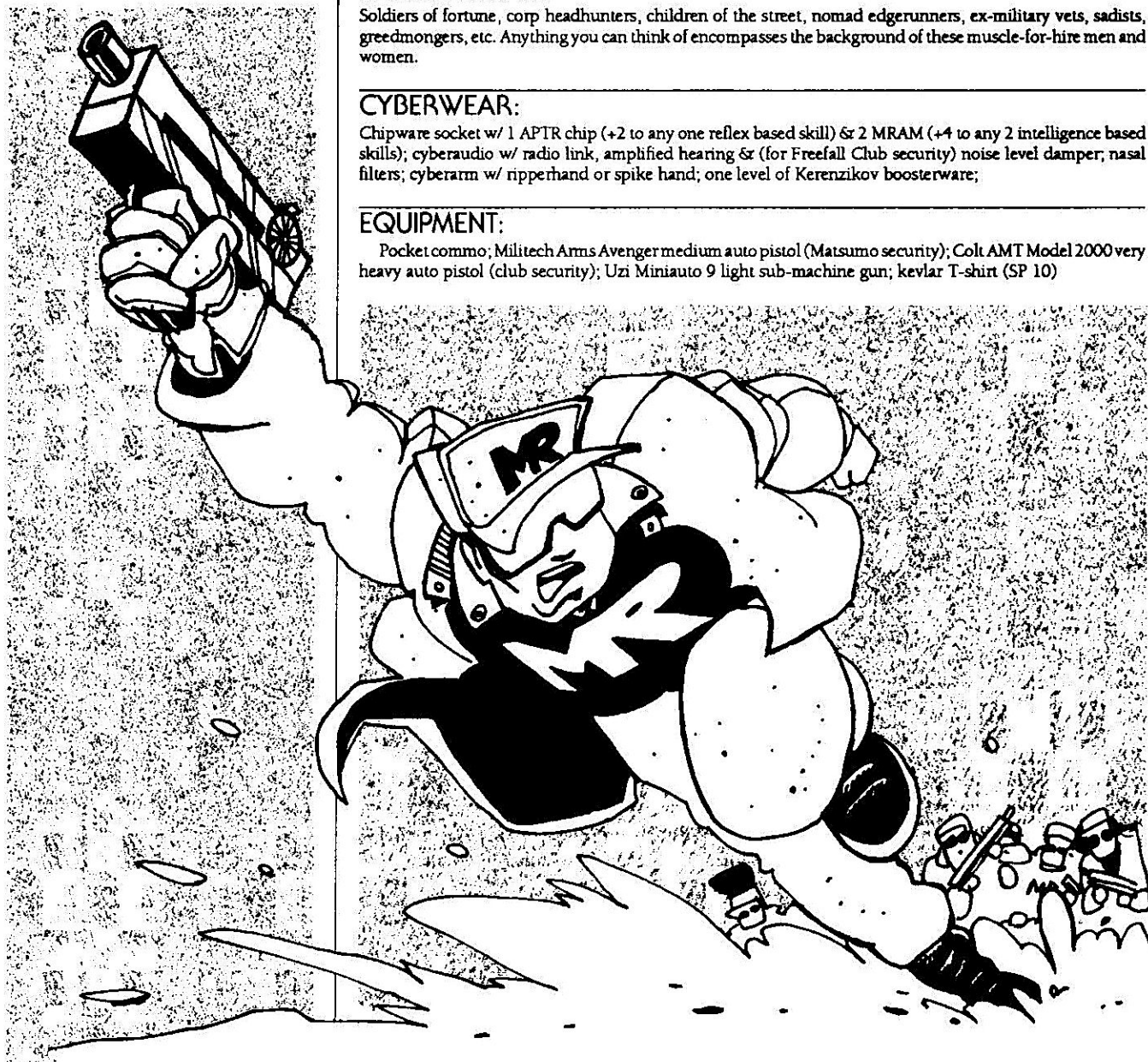
Darrin led a fairly normal and ordinary life. His love of computers began as a hobby. After his father passed away and the family income became severely hampered, Darrin did what any normal Netrunner would do: he used his computer to up the family's bank balance and got caught. Only 14 at the time, Darrin wasn't thrown in jail, but was forced to do community time. His time served was in the form of inputting data for different social and community organizations and teaching the workers on how to use the systems. This didn't make Darrin realize the value of hard earned work. Rather it taught him the value of not getting caught. His community time allowed him access to system funds and ways on how to skim money without being noticed.

Once again Darrin was caught while trying to skim money, but this time, the gentleman who caught him used Darrin to steal for him in exchange for his silence. After a few years of this, Darrin became better and used his knowledge to set up his blackmailing employer with Netwatch, then promptly vanished before anybody pointed a finger at him. Darrin began to hire out his services and became quite adept at netrunning. It was through word of mouth that Micheal met up with Darrin and brought him into the fold.



THE FACELESS HORDE

These templates can be used for any flunkies within the above three groups and should be modified to fit the circumstances or setting. These people have access to certain equipment and resources that can be made available to them within 6 hrs should the GM wish to take advantage of the situation.



CLUB SECURITY AND MATSUMO RISING GUARDS

ROLE: Solo

SPECIALTY: Security

GAME STATS:

INT: 5 REF: 7 TECH: 5 COOL: 6 ATTR: 6 LUCK: 4 MA: 6
BODY: 8 EMP: 4 SAVE: 7 BTM: -3

SKILLS:

Skills	Level	Skills	Level
Combat Sense	+5	Athletics	+3
Awareness/Notice	+2	Brawling	+6
Handgun	+5	Martial Arts (choose any)	+2
Melee	+3	Rifle	+5
Stealth	+4	Submachine Gun	+5

BACKGROUND:

Soldiers of fortune, corp headhunters, children of the street, nomad edgerunners, ex-military vets, sadists, greedmongers, etc. Anything you can think of encompasses the background of these muscle-for-hire men and women.

CYBERWEAR:

Chipware socket w/ 1 APTR chip (+2 to any one reflex based skill) & 2 MRAM (+4 to any 2 intelligence based skills); cyberaudio w/ radio link, amplified hearing & (for Freefall Club security) noise level damper; nasal filters; cyberarm w/ nipperhand or spike hand; one level of Kerenzikov boosterware;

EQUIPMENT:

Pocket commo; Militech Arms Avenger medium auto pistol (Matsumo security); Colt AMT Model 2000 very heavy auto pistol (club security); Uzi Miniauto 9 light sub-machine gun; kevlar T-shirt (SP 10)



WILD HUNT HUMAN TEAM MEMBERS

ROLE: Solo

SPECIALTY: Security

STATS:

(add a total of 5 points to any stat(s) of your choice to individualize the team members)

INT: 6 REF: 7 TECH: 7 COOL: 8 ATTR: 6 LUCK: 4 MA: 6
BODY: 8 EMP: 4 SAVE: 7 BTM: -3

SKILLS:

Skills	Level	Skills	Level
Combat Sense	+5	Athletics	+4
Awareness/Notice	+4	Brawling	+6
Handgun	+6	Martial Arts (choose any)	+4
Melee	+3	Rifle	+5
Stealth	+6	Streetwise	+3
Submachine Gun	+8	Technical Skills: (+5 in any area or group)	

BACKGROUND:

Unlike the security of the club and Matsumo Rising, the Wild Hunt employs people with proven records. Micheal doesn't care about someone's prison record as long as he or she is capable of handling situations and following orders. The Wild Hunt team members are required to constantly train and only the ones with a fairly proficient degree of technical knowledge are enlisted.

CYBERWEAR:

Sandevistan speedware (+3 to initiative); smartgun link; interface link; chipware socket w/2 APTR chips (+4 to any 2 reflex based skills) & 3 MRAM chips (+6 to any 3 intelligence based skills); nasal filters; 3 members (team leaders) have skinweave (SP 12); 2 members have rippers; 2 members (assigned in sniper positions) have cyberoptics w/targeting scope, UV, anti dazzle & image enhancer; 4 members (scouting, recon and surveillance) have cybervision w/amplified hearing, radio link, phone splice, sound editing & wide band radio scanner; 5 members have cyberarms w/micro and EMP shielding, Realskinn or Superchrome, armor (SP 20). 2 members have buzzhands, 2 have self-propelled grenade fingers and 1 has a spike hand.

EQUIPMENT:

Mastoid commo; light armor jacket (SP 14); flak pants (SP 20); suppression fire teams are also equipped with door gunner's vest (SP 25) and helmet (SP 14); Colt AMT Model 2000 very heavy auto pistol; FN-RAL Heavy Assault Rifle; Barret-Arasaka Light 20mm (only two are available and one always remains behind; they are used by one of the suppression fire teams to provide cover fire); chainknife; 6 grenades (2 frags, 2 flashbangs, 2 EMPs).



CONCLUSION AND REPERCUSSIONS

There are several conclusions that can come about by the end of the adventure:

1) Tarra is killed by the Wild Hunt and the evidence never comes to light. The only way to learn the truth is to steal Tarra's log journals from the Matsumo Rising mainframe before it gets destroyed (Day 10). The Wild Hunt will not have looked at the journal out of professional courtesy.

The media will report the incident of the fatal fire that destroyed several cubicles in the YWCA and the tragic deaths. After either, the murders of the five clients are linked to Matsumo Rising or the body of Tarra is discovered and Matsumo Rising is approached for comment, they will state that Tarra Poulner was an ex-employee obviously bent on destroying the reputation of Matsumo Rising after her contract had been terminated. The event will be forgotten within the passing two days as Matsumo steps up the advertising campaigns for the imminent release of the Virtual Reality Theme Park called Nirvana.

2) The players never make it to the Net and fail to rescue Tarra Poulner, but do stop the Wild Hunt from destroying the evidence. The journal will contain a verbal recording only, as Tarra didn't want to be recorded on visual medium... she hated pictures. The journal contains enough information to launch an investigation of Matsumo Rising if handed over to the authorities. However, Matsumo Rising will offer a handsome reward for the journal to be handed over to them should they get the opportunity to discover the journal's existence (price should be set by GM according to the players). If this avenue doesn't work, Matsumo Rising will hire the Wild Hunt to terminate the party before they can do any damage.

If, at any time, the Wild Hunt are under serious investigation or about to be arrested by the authorities for the attack on the Freefall Club and any subsequent murder, the Wild Hunt offices will mysteriously burn down as the coven makes arrangements for a new hiding place. You can be sure that if the party was responsible in any way for the investigation launched against the coven, they will return to pay the characters in kind.

In addition, if the journal either does make it into the hands of the media or into the hands of Tarra's father, he will bring every resource he has to bear against Matsumo Rising. If this does occur, Matsumo Rising will fold within three weeks following a series of black ops hits against their corporation, on and off the Net.

If Tanya Marcus' mother learns about the connection between her daughter's death and Matsumo Rising, she orders black ops hits against not only Matsumo Rising, but

against any Poulner interests within the city (she blames Tarra for the death of her daughter as equally as she does Matsumo Rising).

If this isn't handled carefully, the players could be looking at an intercity Corp War between Matsumo Rising, Nanodyne Inc (the Poulner family) and Hikaru-Wantanabe (owned by the Marcus family).

3) This possible conclusion comes about if the players are able to save Tarra and prevent her from jacking into the Net. Regardless of how the players handled the situation or retrieved the information, Tarra will still need psychiatric treatment. If the situation is handled quietly and Tarra is taken somewhere to receive treatment, Matsumo Rising will not stop until they find Tarra and kill her in order not to suffer any negative publicity.

If Tarra's story is discovered, it'll become a TV movie within weeks while the aforementioned Corp War will erupt.

4) If the players rescue Tarra after she snaps on the Net and falls into shock, it'll be up to the party on whether they want to release the news of the incident or quietly send Tarra off for treatment. It will be several years minimum before she recovers and though Tarra's father may discover that his daughter has undergone something horrendous, Matsumo Rising will claim Tarra got hit with a PsychoDrome program (Chromebook, pp. 91-92) while in the Net and they did their best to help.

If, at any time, the news of the assault is released and the accusations are laid against Matsumo Rising, Nanodyne Inc. will, without a doubt, crush Matsumo within 3 weeks through covert strikes.

If the death of Tanya Marcus is linked to the incidents with Matsumo Rising, a full-fledged intercity Corp War will definitely erupt between the three corps. Which Corp survives is up to the GM, but it's fairly certain that Matsumo Rising will collapse.

If the Wild Hunt is being investigated too closely, all traces of it will vanish as the coven relocates and decides to do a bit of headhunting.

If everything is kept quiet and Tarra is taken to undergo treatment, then the players are going to have to find a way to keep Matsumo Rising off her back, possibly through blackmail. If they don't, Tarra will definitely have a fatal "accident".

If the players are totally amoral and sell Tarra off to Matsumo along with her journal, they will be paid handsomely and offered a job as a company ops team.

If the players discover that the Wild Hunt are actually vampires, then the Wild Hunt will spare no expense in hunting them down and trying to kill them, regardless of any affiliation.



Tarra's Message

This can either be done as 1) If the players find Tarra alive, her speech as to why she took the course she did, or 2) It can be used as the log entry placed as the last recorded data in her journal. The message written below is geared towards the second option, her last recording, but it can be modified to suit the first option. As always, GM's discretion.

"Is this thing on... Alright, here I go... My name is Tarra Paulner and this might be my last recorded message... I guess I better make it good [nervous chuckle].

By now you should know that I was the one who hired Turboxx and Slamdown to kill those people... big surprise, huh?

Do I feel guilty about it? No... Well, I'm not sure, I still feel so numb... so dead now... I was angry before, but part of me can't find that anger anymore, part of me just wants this to be over and part of me wants to SCREAM! [she does].

Oh God, I can't believe what those bastards did to me, how dare they... Who gave them the right?.....Why me?... [Sobbing can be heard as the log turns off then on again... no sobbing can be heard.]

I'm back, suppose I have to be coherent for this thing...

...I can't even say the damn word... One lousy word to describe what those animals did to me, one word to describe the horror I felt, one lousy word to describe how angry I feel, how much I want to kill each one of those bastards... one word... and I can't bring myself to say it, not even to myself.....yeah right, like that's going to change the fact...

So I won't say it... Why bother, you aren't listening to hear about my pain... The world is pain and I'm just a twinge right? It's like those vultures that watch accidents to get a look at the victims. Well I'll be damned if I'm going to let them get away with shutting me up, I'll be damned if I let those smug bastards think they got away with it. I'm going to ram myself so far down their throats, if they don't die choking, they'll die when I grab and rip out their heart.

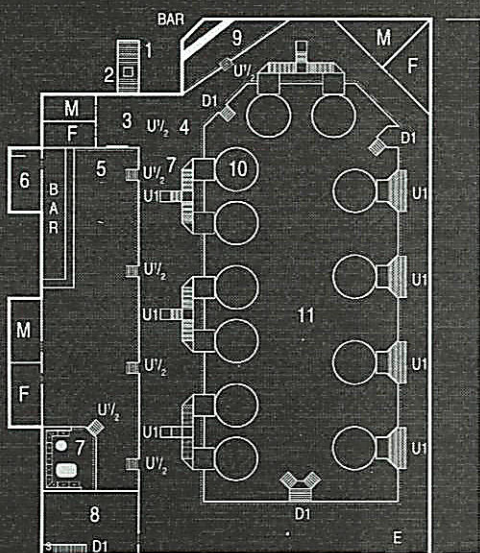
You want to know why I killed those people? Self-defense! I got them before they got me. Do I care that they're dead? No, I envy them, at least they aren't alive to pity themselves and call themselves victims.

I guess that's how it ends... Either I die or I live, but either way I take Matsuma down with me... Either way... Nobody can call me a victim."

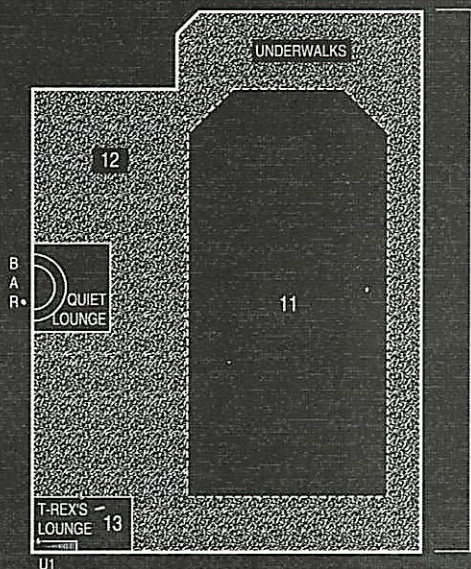


LOCATION

THE FREEFALL CLUB



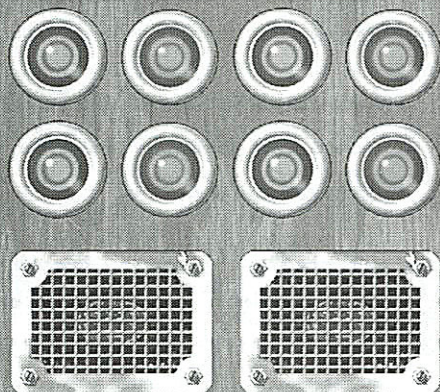
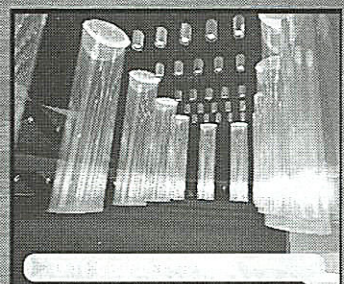
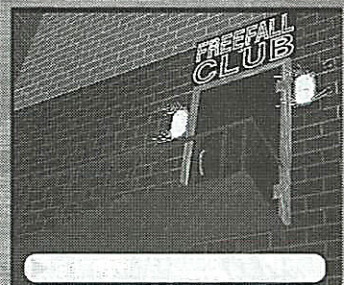
DANCE FLOOR

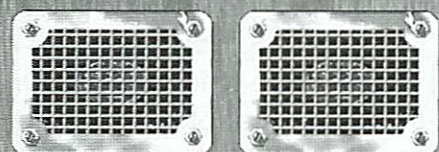
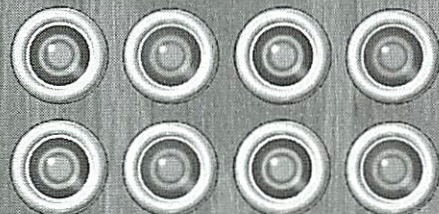
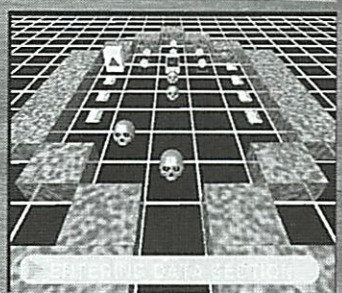
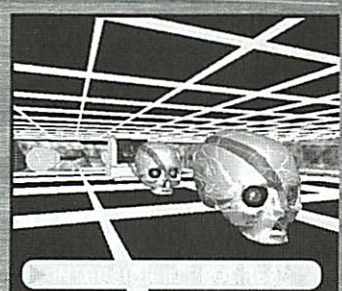
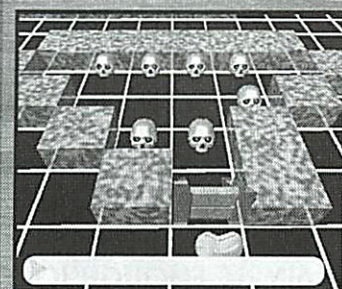
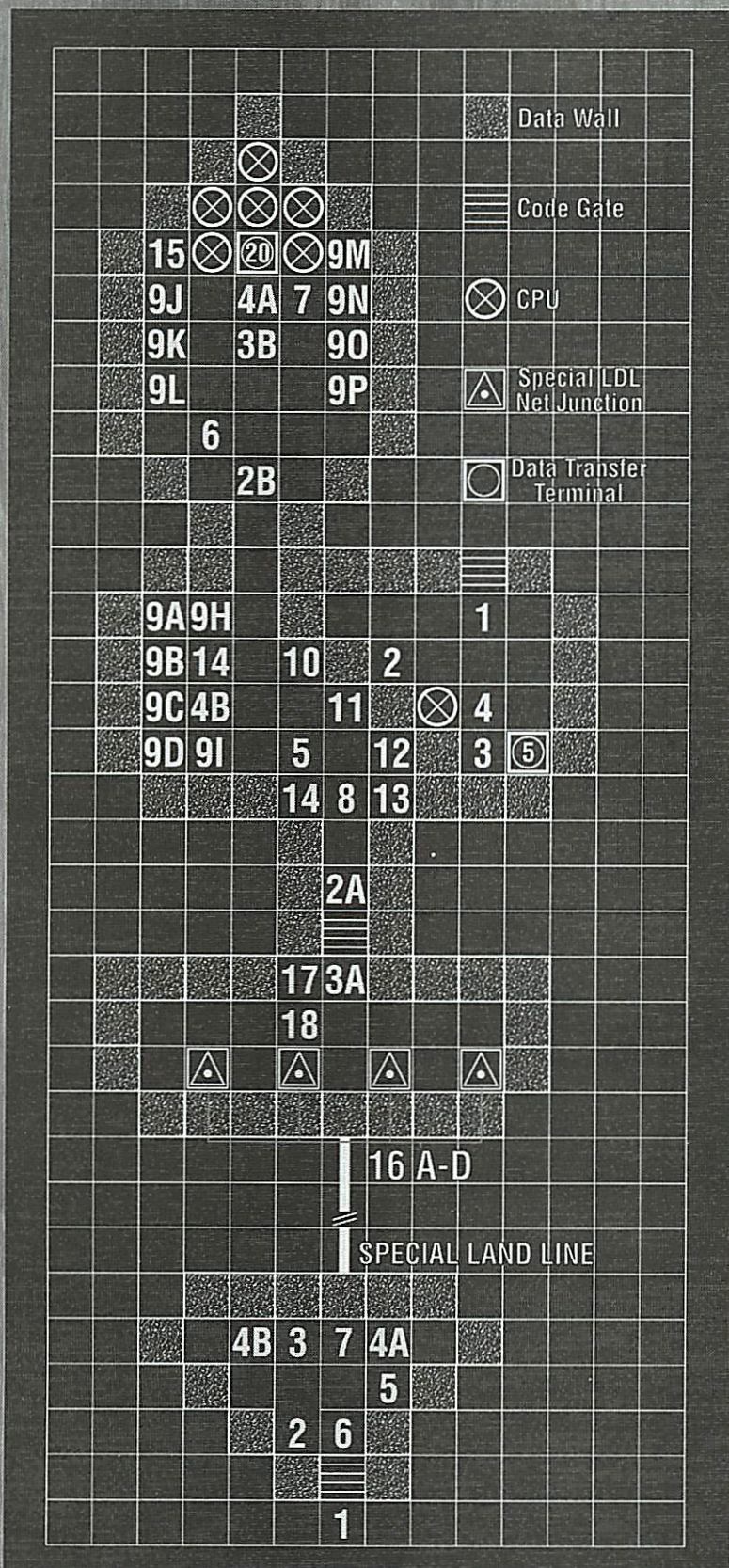


BASEMENT

- > RAILING BORDERED EDGE OR OVERLOOK
- > CUSHIONED BOOTH
- > TABLE EQUIPPED WITH COMPUTER PORTS
- > FREEFALL TUBES
- > LADDER LEADING TO CATWALKS

- M/F > WASHROOMS
- Ux > UP NUMBER OF LEVELS
- Dx > DOWN NUMBER OF LEVELS
- E > EMERGENCY EXIT
- S > SECRET PANEL OR DOOR



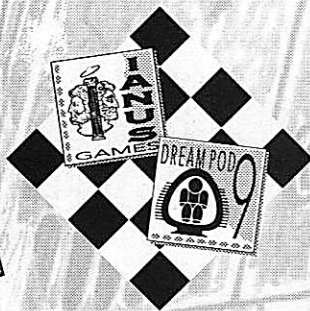
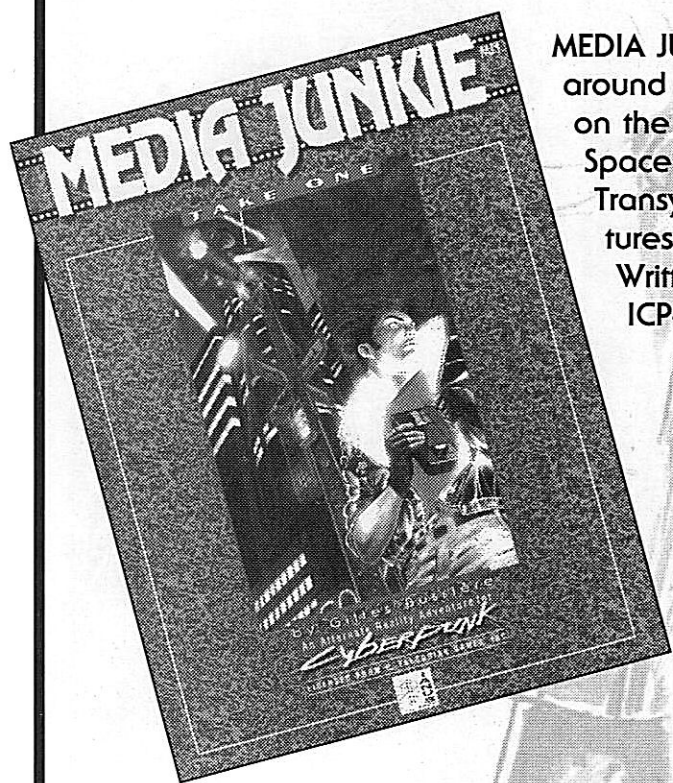


MEDIA JUNKIE

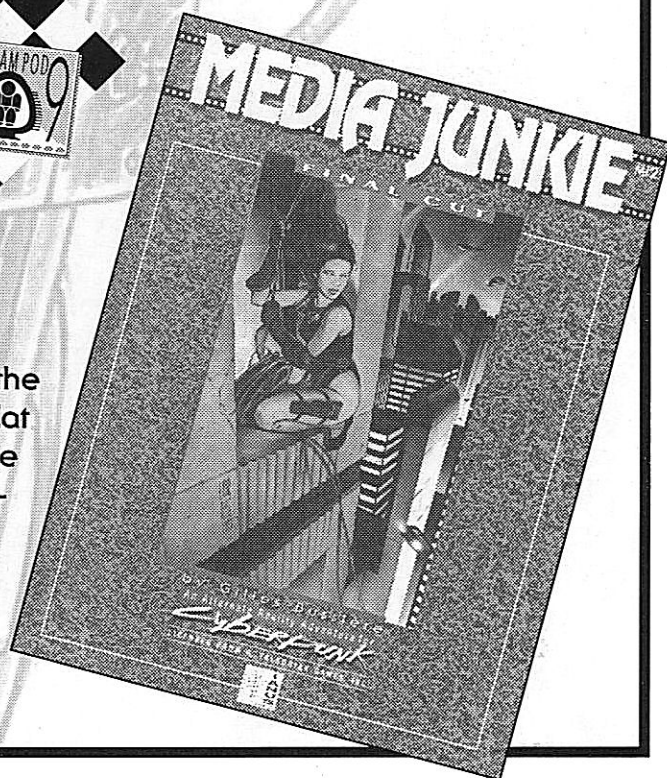
ALTERNATE UNIVERSE MODULES FOR CYBERPUNK 2.0.2.0.

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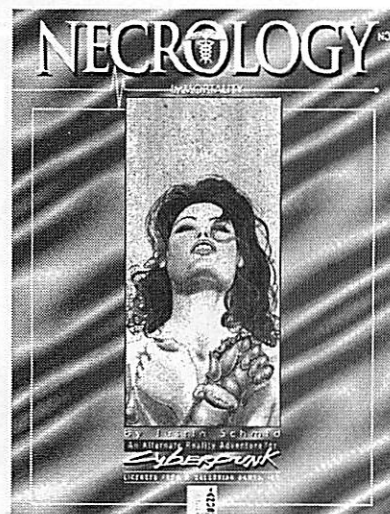
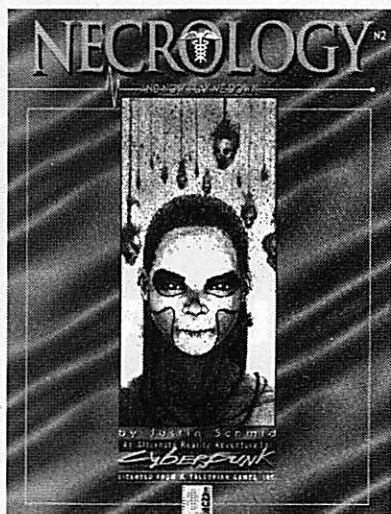
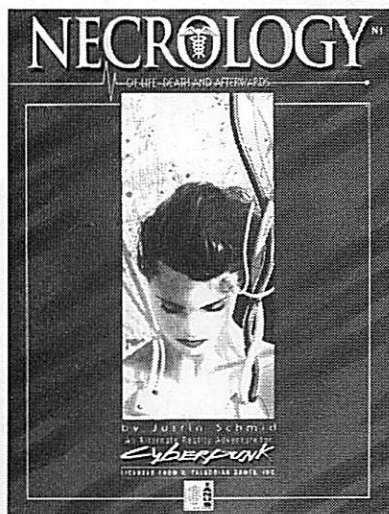
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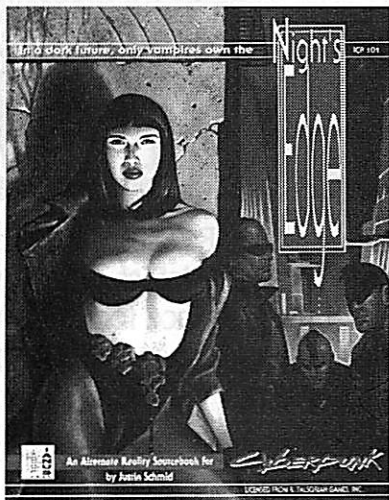
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INTERFACE

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Cute, hey? Playgrounds are fast becoming the #1 form of Virtual Entertainment. It's so much fun people are just dying to get it. Ask the five persons who were murdered, they'll verify that.

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ICP # 115

ISBN 2-921573-13-X

Printed in Canada