

# CHICAGO *Arcology*

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**A Campaign Sourcebook for**

**CYBER  
SPACE**

# CHICAGO

## Arcology<sup>tm</sup>

### A Campaign Sourcebook for Cyberspace<sup>tm</sup>

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**Dedication:** This book is for my brother, John, who told me to get off my butt and do it; Arleen, who constantly supported me and this project, despite the difficulties and expanded commitment; and Word, who deserves the prize as Mommy of the Year for 1990 for all of her hard work and assistance. Finally, thanks to my dad, James Sr., who taught me what I know about business. I needed all three of them to accomplish the task.

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**Chicago Arcology<sup>tm</sup>**

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# TERRORDOME RUST

Entering the chill drizzle of the Chicago night, Marco Preston Flipped up the collar of his Gianfranco leather jacket, shoved his hands into his pockets, and reset his eyes to infra-red. *Can't trust Valris Security these days*, he seethed, even as he decided to walk the distance to Black Tower.

He arrived at the thirty-foot tall black glass doors without incident, though he knew that his expensive clothes had made him an obvious target. The Chicago Branch Manager of New Edison had strange ideas of what was risky and what wasn't.

For instance, he though nothing of walking without bodyguards through the old downtown at night, but he felt vulnerable and unprepared for the meeting he was about to have with Jani Hohn, a Freelance Netrunner who had contacted him earlier that day. Normally he wouldn't even speak to some netjockey off the grid, but her message demanded his attention.

*The Black Snowman is awake.*

Preston shivered, only partially from the chilling dampness. He spoke his name and glared defiantly at where he knew the securicam was hidden behind crysteel. The monstrous dark-mirrored panels parted, allowing him access to the steel and granite lobby. This cyber jockey was waiting for him at the *Cloudminder*, a club on the top floor, just above the observation lounge.

*The Black Snowman is awake.*

A man or an AI, no one at NewEd had ever determined just what the Black Snowman was. If a man, it was the best Netrunner who ever lived. If an AI...

An express lift hurtled him skyward, along with half a dozen members of Chicago's wealthy clubcrawler set.

*The Black Snowman is awake.*

Just over two years ago, several of the biggest MegaCorps had been dataraped by Black Snowman, priceless information stolen or wiped. The best ICE hadn't even slowed him down. Marco shared the opinion of a few others that Serendipity was behind it, but Black Snowman left no clues. Then, as abruptly as the rash of data thefts had begun, they stopped. The nightmare that was Black Snowman began to fade from corporate memory.

*The Black Snowman is awake.*

Doors slid open and Preston strode through the rainforest-motif foyer into the main bar, scanning the crowd for his likely contact. The room was dominated by a huge, sinuous bar of glass with a flickering neon sculpture inside. Throughout the smoky room were scattered tables and lounge couches. The place was packed; several groups stood in knots of three or four.

She said she would recognize him, but he believed he could spot her intuitively.

*The Black Snowman is awake.* She had said. *He's targeting New Edison. I can help you stop him.*

Preston was disappointed that he couldn't spot her for certain, though he chose three likely candidates. He sat at the near end of the long, curving bar as she had instructed him and ordered a drink. Before his drink arrived, one of his candidates got up from a table and started through the crowd towards him. Tall and slender, she had severe features and an athletic body. Her white hair was cut in a flat-top, gleaming interface studs clearly visible; her eyes were deep-set, giving her a haunted, almost skeletal look.

A pair of young men in Eros Flynn coveralls casually scoped the room from further down the bar. "That's her," one hissed to the other. They rose and edged gracefully behind her.

Over the roar of voices and music, Jani Hohn didn't hear the faint 'snick' of extending razornails as the two Models moved closer.







## THE CHICAGO SPRAWL

Spanning three states and encompassing innumerable cities, neighborhoods and towns, the Chicago Sprawl ranks as the third largest urban zone in the United States.





# 1.0 INTRODUCTION

What is it like to be the best in the land? The master of all you survey? Ask the New Edison Megacorporation, they can tell you in vivid detail. Although this corporation is based in New York, one of its boldest experiments has been undertaken in the heart of the Chicago Sprawl. There the first arcology built within a sprawl was constructed. Initially developed for security, the arcology provides a complete environment for the 12,000 workers who live and work there each day.



**1.1 INTRODUCTION TO PLAYERS & GMS**

Welcome to the *Chicago Arcology*, a huge self-contained work environment developed by the New Edison Megacorp in the heart of Chicago's Sprawlzone. This is the second **Cyberspace** campaign sourcebook from ICE — the first being *Death Valley Free Prison*.

Inside this book is a wealth of information on the individuals, organizations, gangs, and corporations which all interact to create the third largest sprawl in the United States. All of the pieces of this book interlace to create an environment for the entertainment of **Cyberspace** gamemasters and the players. Enjoy.

**1.2 TASK ABBREVIATIONS**

A "Task" is any game situation which requires some sort of die roll to determine the degree of success or maneuver result (either Static or Moving). There are five "Task Types," and each is associated with a specific maneuver table or process, as noted below:

- CN = Construction Project (*Construction/Research Chart, Cyberspace p. 47*)  
 MM= Moving Maneuver (*Personal Maneuver Chart, Cyberspace p. 44*)  
 RP = Repair Project (*Malfunction/Repair Chart, Cyberspace p. 48*)  
 RS = Research Project (*Construction/Research Chart, Cyberspace p. 41*)  
 SM = Static Maneuver (*Static Maneuver Chart, Cyberspace p. 43*)

Tasks presented in this text are recorded in the following abbreviated fashion, consisting of three parts:

- 1) The first two letters represent the Task Type, as shown above. This is followed by a slash (/).
- 2) The second abbreviation indicates the skill or stat(s) used to modify the dice roll. This is followed by a colon (:).
- 3) The last letter indicates the Difficulty Level of the Task, as explained above. It is always the initial letter of the DL "name" except that "X" is used for "Extremely Hard" ("E" means "Easy"). Some examples:  
 MM/Acrb:V = A *Very Hard* Moving Maneuver modified by Acrobatics skill.  
 CN/CybT:H = A *Hard* Construction Project modified by Cybernetics Technics skill  
 MM/St:SF = A *Sheer Folly* Moving Maneuver modified by Strength.

**DIFFICULTY LEVELS TABLE**

Routine .....	+30
Easy .....	+20
Light .....	+10
Medium .....	+0
Hard .....	-10
Very Hard .....	-20
Extremely Hard .....	-30
Sheer Folly .....	-50
Absurd .....	-70
Insane .....	-100





## 1.3 CORPORATE STRUCTURE

If big is better, New Edison is best. This sentiment has driven the company to the heights of the corporate world in one hundred aggressive years. The corporation grew from a small Texas company founded by a failed executive to the largest corporation in the world. The founder, with characteristic understatement summed the power and prestige of his company at his farewell dinner, "It's not too shabby, considering where it came from."

### NEW EDISON CORPORATE HIERARCHY

New Edison's image as the premier corporate bully boy has been carefully developed over the past century. While other companies would be offended by the image, New Edison seems to delight in the harsh glare of anti-corporate spotlights. If anything, they have often had trouble living up to the loathsome reputation they have established.

The personalities of companies have often been shaped by the office of the President. In the case of New Edison, the personality can only be described as Corporate Gangster.

### Board of Directors

The highest ranking position within the company is Chairman of the Board of Directors. This individual guides the nine member Board of Directors as they decide policy and develop long-range plans. The Board of Directors are all equal members, except for the Chairman. Each member is allowed one vote when the Board decides on official matters. The Chairman only votes if the other eight members are split on their decision. Matters which are called for a vote vary. Some items do not require an official vote and are carried out as the consensus will of the Board. In matters of corporate regulation, however, the Board always carries the subject to final vote, ensuring all members of the company understand the significance placed on the individual laws created. Although important, these members are not involved with the company on a day to day basis. The Board will meet, on the average, once every month for several days at a time. These closed door sessions are used to take corrective action when policies begin to fail or corporate direction seems to be wandering.

### Corporate President

The decisions of these monthly meetings are handed down to the President of the corporation. It is the President's job to make sure these tasks, as understood, are accomplished to the best of the company's ability. The office of President is very demanding, but little time is actually spent running the corporation. The majority of the President's time is spent in properly delegating the tasks handed down from the Board of Directors.

The President is, in most respects, the figurehead of the company. He is often very active in presenting the company to world governments and representing New Edison to other Megacorps. The President will often spend no more than one week per month at the corporate headquarters in New York.

### Chief Executive Officer

The day to day operation of New Edison is the task of the Chief Executive Officer. From his office in New York, he will oversee the bureaucracy that allows the company to function. The CEO is dependent on a host of Senior Vice Presidents and Vice Presidents to make sure the company runs smoothly. These Vice-Presidents in turn depend on Junior Vice Presidents and Directors, who depend on a multi-tiered structure of managers, who rely on the individual efforts of the workers.

### Shareholders

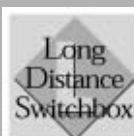
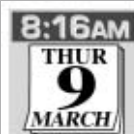
The line workers, and others like them, who own New Edison stock make up the ultimate arbitrator in corporate policy. The millions of investors vote, usually by proxy, at the annual shareholders meeting in New York. Although it is possible for the individual investors to cast their votes electronically, most do not take the opportunity to do so, preferring to remain uninvolved with corporate direction. Decisions at the shareholders meeting give general operating guidelines to the Board of Directors, as well as serve as the voting platform to elect members to the Board. In theory this practice gives the ultimate control of the corporation to the members who own stock, but this is seldom the case in practice.

These shareholders meetings are usually ruled by the individuals and corporations which can afford to own huge amounts of stock (over 2% of all stock outstanding). Many small shareholders will allow one of these major stock holders to vote their shares via proxy at the annual meeting, trusting, for good or bad, the heavy hitters will make sound decisions.

### DIVISIONAL ORGANIZATION OF NEW EDISON

The New Edison Corporation is divided into a management matrix for its overall operation. As well as being divided by the various product and service divisions, it is also divided by the various operational departments. An individual worker will work within a certain division, for a certain department. Although this requires extra levels of management and additional staff to coordinate the far flung empire that is New Edison, it ultimately provides the upper levels of management with the control they need to oversee the company's assets and increase the corporation's bottom line.

Each principal divisions of the corporation are headed by a Senior Vice President. These divisions are Aerospace, Communications, Electronics, Satellite Operation, Security, Energy Production, and Energy Distribution. Each division includes several sub divisions, each of which is headed by a Vice President or Junior Vice President, depending on the size of the sub division and the yearly operating budget.



**Aerospace Division**

The Aerospace Division is the glamour division of the corporation, garnering the majority of the beneficial press received at New Edison. Because of the decline of the United States economic position and the virtual stoppage of all NASA programs, New Edison has long enjoyed a privileged position, at least in the United States, as the premier space exploration company. Fueled by popular movies and video shows of the last 100 years, the desire of young scientists and engineers to conquer space has never decreased, despite the waning ability of national efforts to channel this enthusiasm.

The division oversees the company's launch facilities, operational shuttles, construction of new space vehicles and components, and operation and development of all rocket propulsion systems. The construction section is the largest portion of the division and the most profitable, accounting for 61% of the division's total profit.

New Edison is also a major supplier of aerospace components. Customers include virtually every national space agency still in operation as well as the corporations and Lunar facilities capable of funding their own aerospace programs. Its vehicle construction operation is a fairly new part of the corporation and is having the typical growing pains of any new commercial undertaking.

**Communications Division**

Communications is possibly the most important division the company. If the Aerospace Division is the "Queen Anne" front of the corporation, the Communications Division is the "Orphan Annie" rear, providing the necessary capital and technical expertise for the other divisions to reach their goals.

Although New Edison is not easily recognizable as a communications giant, it is New Edison's ability stay on the cutting edge of cyberspace and communications technology which allows the other divisions to succeed. Not only does this division develop and refine the basic technology required, but it constantly looks for new applications for existing equipment. Although the Aerospace and Satellite Operation divisions of the company received the lion's share of the credit for the North American Satellite Communications Network, the Communications Division provided the necessary technical ability to make that dream a reality.

New Edison's ground-based communications network is no less impressive, though it is much less known. Satellite feeds are routed through a vast array of fiber optic lines which serve not only to back up the satellite system, but also provide an additional level of security for priority communications. Considered part of the same system as the satellite net, the ground-based network is actually much larger in scope and purpose. It is not general knowledge, but all of New Edison's Net Junkies are pulled from the Communications Division. Loyal to the company almost to a fault, they are well known for their fanatical defense of New Edison cyberspace.

**Electronics Division**

New Edison's Electronics Division represents the smallest product division of the company. Center to the expansion of this division is the New Edison Chicago Arcology. The first phase of a long-range plan to expand products and capacity, the arcology is considered to be the key to New Edison's growth into the competitive fields of consumer and commercial electronics.

New Edison began acquiring electronics firms from its inception to provide stable and affordable access to electronic parts used in all other divisions. When New Edison needed a new electronic component, they purchased the company that provided the best product of the kind. The Electronics Division is always on the lookout for firms developing leading edge technology, no matter what the application. Unlike other endeavors, New Edison is more hands-off with these acquired electronics shops than with company acquisitions from other divisions. New Edison usually allows these wholly owned companies to experiment and develop products with no immediate application. New Edison even has a generous payment policy for electronic companies and workers which develop new or better products. Current plans call for this policy to be implemented at the Chicago Arcology on a trial basis to see if the incentive program will work for corporate-controlled facilities.

A position within the Electronics Division is one of the most prestigious in the company.

**Satellite Operations Division**

Satellite Operations was the division which provided the funds and highly visible profile to New Edison in the first half of the 21st century. Both the Solar Power Satellite System and the NASCON kept New Edison in people's minds and hearts as each success bred additional successes for the emerging Megacorp.

This division is still divided into two principle subdivisions: communications and energy, each centered around two main satellite networks.

The Communications Subdivision is also responsible for the numerous New Edison spy satellites in operation over the earth and the moon. These covert "eyes in the sky" have been protested by nearly every Megacorporation in the last fifty years, when a company could get absolute proof of a satellite's existence and purpose. To this day, New Edison denies any claims they spy on their competition or employ any unfair trade practice.

**Security Division**

The Security Division of New Edison was started, and initially headed by a woman known as The Viper, Arleen Valris. She was a devout believer in the need for dependable corporate security in the uncertain times of her era.

Under her direction the division grew in size, scope, and power, taking more and more of the company's profits to keep it fully staffed with manpower and equipment. Although the Board of Directors began studies to see if this division was really necessary, the studies were never finished. When martial law was declared in 2034, New Edison security forces were called in at the request of the US government to quiet rioters in the Eastern Sprawl. As time went by, it became increasingly obvious to the Board of Directors, and the Viper, that the US government would be unable to provide the protection the company required in the face of growing world unrest. The division grew larger and larger, eventually taking on its current configuration.

Subdivisions of Security include the Edison Guard for office and facility defense, Edison Troops which are used as a mobile reserve and strike force on the Earth, the Moon, and Mars, and Edison Special Forces which handle all deep space operations, anti-terrorist operations, and "black work."

Black work is never discussed outside the Board of Directors office, but is rumored to include terrorist activities, assassinations, espionage, and industrial sabotage.

### Energy Production Division

The Energy Production Division provides the cyberspace icon for New Edison and is the oldest division of the corporation. Considered the Grand Old Man of the corporation, this division is the most highly structured in the company. It is, by far, the most tradition bound in the organization, moving at its own pace, at times seemingly ignorant of the remainder of the corporation. The majority of energy produced by New Edison is via solar or nuclear power. Although this has not always been the case, New Edison is currently involved in expanding the production of geothermal, natural gas, petrochemical, hydroelectric, and passive energy in addition to maintaining the current level of production for the two subdivisions which provide the majority of New Edison power output. New Edison has conducted ground-breaking research in most fields of power production, but is best known for its work in three areas.

The Solar Power Satellite Network is its best known accomplishment, but the creation of the first large scale Breeder Reactor eventually provided more capital to the corporation. The third area of attention results from the despoiling of millions of acres of wildlife on land and at sea in the quest for additional fossil fuel and natural gas deposits.

While the company is hailed for its work in the first two areas, it has been repeatedly attacked by members of the Greenpeace Army for its destruction of the world environment. These Greenpeace attacks have been so frequent and savage, New Edison has been forced to increase security at all installations, leading to a general escalation in hostilities between the Goliath-like corporation and its little David-like foe.

### Energy Distribution Division

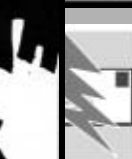
Closely tied to energy production is the Energy Distribution Division. This complex array of processing stations and power transfer complexes is a major source of income for the corporation, but it is also the major security problem. With over one hundred thousand of miles of pipeline and hundreds of processing centers and control stations to protect, many of which are located in remote areas of the planet, militant organizations have no dearth of targets to strike.

For this reason, if none other, all New Edison energy distribution complexes have a security detachment on permanent assignment. In addition to facility protection, these troops are responsible for the safety and continued operation of the pipelines, power lines, and microwave towers which are monitored by remote minicams and roving patrols.



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## DEPARTMENTAL ORGANIZATION OF NEW EDISON

Each division is supported by various New Edison "departments" which are responsible for taking care of the company's business applications. The departments are: Finance, Marketing, Customer Service, Customer Engineering, Operations, Legislative, Legal, Military Development, and Production. Each department is responsible for its own area, coordinating its work with the other departments. Each division of the company has a duplicate department structure with Vice Presidents in charge of each department for the entire corporation. For example, there are six Vice Presidents of Finance at New Edison; one for each division of the corporation except Security, which is maintained by the Operations department. Each of these department heads is theoretically equal to the other five, but in reality, the leaders who work for the larger divisions wield considerably more political and social clout.

### Finance Department

The Finance Department is often referred to as the "counting crew" and is responsible for all accounting functions and budget analysis for New Edison. Sub-departments include Corporate Accounting, Staff Accounting, General Accounting, Production Accounting, Tax Accounting (for each country with a New Edison location), Long Range Finance Planning, Budget Analysis and Cost Control, Internal Auditing, and Payroll. The Finance Vice President is almost assured a position on the Board of Directors when he steps down from his post. Although some would consider the work boring, the staff members in the Finance Department have the reputation for being among the most cut-throat in the corporation. Promotions are few and hard fought.

The Internal Auditors of the corporation are the most feared members of the Finance Department. These employees are responsible for policing the business and management practices of managers at all levels of the corporation, and they have the ability to swiftly and surely end a corporate career with the discovery of wrongdoing.

### Marketing Department

Presenting the best image of New Edison is the challenge of the Marketing Department. In addition to Public Relations, the sub-departments of Marketing also consist of Sales, Sales Analysis, Advertising, Market Analysis and Development, and Market Penetration. With the exception of Market Penetration, Most of these sub-departments can be found in roughly analogous form in every other Megacorporation in the world. Although New Edison will not admit it, Market Penetration is little more than the corporation's industrial sabotage support group.

### Customer Service Department

The Customer Service Department has the most contact with the final customers of New Edison. These are the "Sunshine Boys" of the corporation, called in to assist in cleaning up the mess caused by poor judgment and human error. The sub-departments include Direct Customer Service, Customer Complaints, Customer Response, Stockholder Administration, and Product Repairs.

The unofficial motto of this department is "within the velvet glove, an iron fist." If they cannot satisfy a customer with corrective action, whether the customer is an irate individual or an irate nation, this department is authorized to silence the angry customer using whatever means required.

Though the department is restricted from using force in all but the most hostile of cases, they often have to resort to bribery, blackmail, and extortion to get the job done. Most customers, big or small, are learning New Edison's final offer is just that: final. If not happy with New Edison service or product, wise customers cut their losses and look elsewhere.

### Customer Engineering Department

Customer Engineering provides support for the Operation Department and the Marketing Department. It is composed of the following sub-departments: Product Testing, Product Support, Sales Support, Research and Development, Competitor Product Analysis, and Competitor Research and Tracking.

This department is responsible for developing, correcting, and stealing products as needed. The final section of the department is very secretive about its nature and the scope of its operations. Only when a member of the department ends up in prison does news of the section's activities come to light. Although New Edison espionage teams, which operate under the Customer Service payroll, are among the best in the business, the sheer volume of raids and "missions" invariably result in occasional detection or capture.

### Operations Department

Operations is the second largest department at New Edison, behind production, and is in charge of, among other things, maintaining the red tape that keeps the company functioning.

All clerical and operations staff positions of the different divisions are part of the Operations Department. These workers compose literally an army of white-collar employees. Other areas of individual control are Management Information Systems (MIS), Cyberspace Operation (Cyber Ops), Facility Security, Facility Maintenance, Staff Development, and Counter-Espionage. MIS and Cyber Ops are closely tied. MIS, which is composed of technicians, hackers, program developers, and trainers, is primarily responsible for the development and maintenance of data base records, hardware, software, and peripherals required by the corporation. The Cyber Ops group is much smaller and is solely involved in

running the Net. Cyber Ops is, beyond question, the premier job at New Edison for those that don't mind a little risk in their daily lives. Like pampered pets of the 20th century, these net junkies enjoy every privilege corporate life has to offer, but the position is hard to come by and dangerous even for those with the experience to get difficult jobs done. Still, thousands apply for the one or two openings that appear when a net runner suddenly leaves the company (usually feet first).

Facility Security, which is composed of the entire Edison Guard, was separated from the Military Development Department in 2084, when Edison attempted to separate the issue of corporate self protection from national protection and the Japanese/American War in the mind of the public. At least partially successful, the Edison Guard has suffered to some degree from being run by paper pushers.

### Legislative Department

The Legislative Department is divided into three sub-departments, Legislative Support, Legislative Policy, and Political Action. Legislative Support and Legislative Policy assist the members of New Edison currently in power at the local, state and federal levels. They communicate the direction of New Edison to the office holder and augment the political staff available to the politician with additional information, support personnel, and better equipment. The Political Action section is responsible for ensuring New Edison officials actually get into office. Although New Edison has a reputation for underhanded maneuvering, the most devious and twisted minds are resident in Political Action. Rarely resorting to force, these individuals have masterminded the elections of nearly all New Edison candidates, with a win rating of 78%. Though they are currently forced to be very selective in their battles, areas they target for New Edison involvement receive every resource available in an all-out election quest.

### Legal Department

If the Legislative Department has a reputation of free-wheeling nastiness, the Legal Department has acquired an aura of icy cold cruelty. Visitors willingly relate that the very air in the Legal Department is 5 degrees cooler than in the rest of the building. New Edison lawyers, as a group, are considered the best in the world, no matter what their specialty, but they should be the best. The department's yearly salary and expenses would easily fund the operation of a small country.

The Legal Department consists of the following sub-departments: International Law, Environmental Law, State Law (for each state in the US), National Law (for each country with a New Edison facility), Planetary Law, and Philosophy. Planetary Law is the current hot specialty for young attorneys just passing the bar. Swiftly developing, this field is likely to eventually decide the fate of the Martian conflict, the Venus dispute, and the rights of corporations over entire planets, their moons and the asteroid belt.

The final sub-department, Philosophy, was added in 2020 as a check to the rampant expansion of New Edison. Labeled the company conscience, this department is made up of the free thinkers and liberals of the organization. Although the company conscience is appallingly small, they have been able to stop, or at least curb, the destruction caused by New Edison. Many of these moral victories, however, had little to do with economics and publicity. The corporation learned long ago that an occasional good front, though costly, could reap increased profits further down the road.

### Military Development Department

The Department of Military Development is the home of the infamous Edison Troops, Edison Special Forces, and Edison Support. This department is responsible for overseeing the recruitment, training, deployment, equipping, and operation for the various divisions of the company. Like the United States and Soviet Union of the 1980s, this department receives a vastly disproportionate share of the New Edison operation budget and returns little in direct dollars and cents. They are however, responsible for the protection of over a trillion dollars worth of assets and have always been justified by the Board of Directors as the price of doing business.

In addition to the combat branches, New Edison Support performs all of the "mundane" tasks required in fielding an army of New Edison's size, including transportation, supply, medical support, and procurement.

### Production Department

The final department, Production, is by far the largest department in each division. For example, the Production Department in Aerospace consists of the blue-collar workers who actually build or assemble the components of the aerospace systems. Each division's Production Department is organized somewhat differently depending on the demands of the product and the currently available operating budget.



WORLD COMP FAX

**PIZZA MAGNATE  
SMOTHERED IN CHEESE  
FOOD PROCESSING VAT  
— GRIEVING WIDOW  
SAYS BILLIONAIRE WAS  
DELIVERED TO OVER 50  
SATISFIED CUSTOMERS  
BEFORE DISCOVERED  
MISSING**



Each division's Production Department is closely tied to the Operations Department, which provides the basic support. All are production workers responsible for "making it happen." This means providing the equipment and staff necessary to do the job as well as providing the required logistical support. The Production Department is constantly under fire from Finance to trim expenses and provide a better product. This is the department which actually provides the cash for the others and gives them their reason to exist, but they are the most likely to be undermanned and the most often looked at when budget cuts are required, especially if the department's product is weak in the market.

Composed of the rank and file, most members of the Production Department can only shake their heads and wonder what more can be expected when the latest batch of cost-cutting procedures is implemented and the quotas are raised yet again. Only the Security Division lacks a Production Department, instead relying on Edison Support to provide the necessary equipment and manpower to accomplish the division's tasks.

## 1.4 CORPORATE HISTORY

New Edison's size and power are legendary. Perhaps the largest corporation in the world, New Ed represents everything that typifies big business in the 21st century. New Ed is one of a handful of companies instantly recognizable throughout the world, the Moon, and Mars.

### THE BEGINNING

Started in 1989, New Edison's inception was anything but glorious. The original president, J. Morgan Peters, was forced into early retirement after thirty-four years at Alamo Electrical, Inc. of Fort Worth, Texas. Feeling slighted and very abused, Peters tapped numerous unsuspected financial and political resources to start New Edison Power.

New Edison Power managed to directly compete with Alamo on several government contracts, driving Alamo to the verge of bankruptcy in the span of ten short years. Peters' tactics were so effective, they are still considered classic examples of corporate piracy and are required study at most major universities. By 2001, Peters' new company had managed to acquire 29% of Alamo and two seats on the Alamo Board of Directors, one of which was held by Peters himself. His final official act, both as chairman of New Edison and a director at Alamo, was to approve the merger of the two power companies. He retired the next day, handing over the reigns of the companies to Alonzo Elezir. Three weeks later he was discovered dead in his Fort Worth mansion, the victim of an apparent heart attack.

Alonzo is credited with giving New Edison the personality it carries to this day. He embarked on an ambitious campaign of corporate acquisition that can only be described as pillaging. Fueled by the newly deepened pockets of the corporation, he invested heavily in satellite technology, securing several electronic companies and aerospace firms. Although a newcomer to the field, he managed to bid New Edison into the United States Solar Power Satellite System and the North American Satellite Communications Network. He even secured a seat on the President's Advisory Council on Future Power, although the posting obviously gave him illegal insider information. Alonzo used the position to snatch up smaller technical companies and place them under New Edison's growing empire just as major government technical contracts were becoming due.

By 2011, New Edison was a key player in the satellite industry. Rumors began to circulate, however, that the company was heavily in debt and was being forced to mortgage its future to pay for increasingly higher interest rates. It looked like the company was doomed to collapse in on itself in the face of run-away inflation, but an unlikely savior appeared to bail the company out.

### PANIC ALONG THE SATELLITE NETWORK

On June 4, World Allied Revolutionary Army (WARA) terrorists inserted a datworm into Pentagon memory banks. Within hours, millions of dollars worth of information had been irrevocably destroyed, crippling the intelligence and defense networks of the United States. Access codes and call signs long placed in the 'safe' confines of the computer and changed every few hours were gone. By the end of the day, communication with 90% of the government's remote bases and satellites was eliminated. Without the base information to determine the proper new codes, the satellites were all but useless.

Immediately panic set in at the White House. Although advisors had long theorized such an act would be possible, none dared suggest it would ever be tried, let alone succeed. The thought was simply too terrifying. The Pentagon's first priority was to reestablish its intelligence network and reprogram, or replace, the existing satellite network. New Edison was one of a select handful of companies which stepped in to assist the government. Elezir saw this as the perfect opportunity to further worm New Edison's way into the inner workings of the aerospace defense industry. Working around the clock, New Edison, under the driving hand of Alonzo, New Edison and the other companies of the aerospace industry managed to restore the communications network in fourteen days. The amount of free reign required to accomplish the task, however, gave New Edison the perfect opportunity to place several modifications into the satellite network, allowing the corporation to tap into any information relayed through them. Although the United States would not find out for several years, New Edison had managed to guarantee not only its survival, but its phenomenal growth in North America.



Back on earth, New Edison used the knowledge passed via the communications network to get a jump on all of its competitors and make the year 2013 the most important in the company's history. Companies began to discover they could no longer react with the speed of New Edison when the economy changed or new markets opened up. Even the tightest kept secrets seemed to be common knowledge in the halls of New Edison. New Edison predicted and reacted to the completion of the Russian and Chinese satellite systems not with the fear which was expected, but with plans for expansion for the two new systems.

### AS NATIONS DECLINE, THE CORPORATION GROWS

In January of 2013, New Edison moved its corporate headquarters from Fort Worth to New York and opened its first two foreign offices, one in Moscow and the other in Beijing. Within five years, two dozen new, fully staffed, foreign offices would appear. By June of the same year, New Edison bonds began to outsell US government bonds. The Standard and Poors Government and Corporate Listing gave New Edison and Universal Products a higher rating than the governments of Russia, Japan, England, and the United States. New Edison's bond rating would never again be lower than any of the superpower's ratings.

The *coup de grace* of the year, however, was caused by the twin nuclear meltdowns in the United States and Russia. In the US, the meltdown at the Calloway County Nuclear Power Station in Fulton, Missouri, spurred an unprecedented reaction against nuclear power. Violence was common throughout the US, as anti-nuke supporters clashed with anyone who barred their way into nuclear complexes across the country. Although the army was eventually able to secure the stations, the White House was forced to order the "temporary, but immediate, shutdown of all nuclear power plants in the county." Power company stock prices plummeted as rumors of permanent closings began to circulate. As a total stock market crash loomed on the horizon, the White House was forced to announce the reopening of the plants and the phased return to duty of all plants that could pass a newly devised safety inspection. Energy company stock prices began to rebound on the exchange, but by then New Edison had acquired 48 power companies at less than 50% of their market value. New Edison went from an unknown in the industry to the second largest power supplier in the US in less than three months.

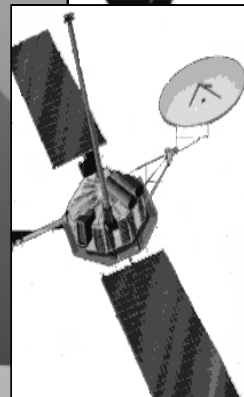
The situation in Russia was much different. When the plant at Kiev failed for the second time in ten years, New Edison offered to run the plant of the communist government in return for a modest percentage of the fees collected from users. Long tired of the political and economic problems inherent in running the unclean and unsafe plants, the Soviets agreed to the New Edison plan under the condition New Edison take on responsibility for six other plants of similar design. Alonzo negotiated

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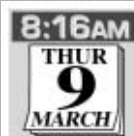
**NewSat 3.1**



*It's a New World...*

## New Edison

Aerospace Communication Energy



the deal personally, securing the only private investment in Soviet power generation and distribution. By Christmas the six plants were the model of efficiency and safety, allowing Alonzo to propose the second phase of his plan; the total control of all nuclear plants in the Soviet Union. Although it would take thirteen more years to complete, the plan was eventually successful, providing New Edison with the unique position of supplying over 42% of the total power to two of the "superpowers."

For the next several years New Edison was conspicuously quiet. Bolstered by huge influxes of power company cash, the company seemed to be waiting for something before it made its next big move. In 2016, many industry analysts said New Ed had been scooped by the introduction of mid-range fusion generators by Okira of Tokyo, Japan. New Edison had begun working with several "Second World" nations, assisting them in developing their own satellite systems and power generation networks, but nothing major had been announced. In 2020, however, the world discovered what New Edison had worked so hard in developing.

### **NEW FRONTIERS: THE CYBERSPACE NET**

On August 4, 2020 "The Net" was born. The Global Satellite/Ground Communications Network was initiated with the launching of six space to space communications satellites. Although the network of installations and devices was effectively self-monitoring and generally autonomous, it became clear that New Edison had been shifting all of its assets to take advantage of this new phenomenon. Many of New Ed's most recent acquisitions were geared to provide access to The Net and speed network client's transmission throughout. New technology was required to service and expand the growing network, much of which New Edison was able to provide from day one.

Historians have projected that New Edison could have actually acquired complete control of all key components required to expand and maintain The Net, but the Chairman, Alonzo Elezir, and six of the eight members of the Board of Directors were killed when a surface to surface missile exploded in the New Edison board room.

Although the Sons of Defiance terrorist organization eventually claimed responsibility for the action in retaliation for New Edison operations in South Africa, New Edison reported the attack was secretly sponsored by Okira Materials.

### **THE VIPER**

No matter who fired the compact missile, the results were the same. The company was paralyzed for 20 months while the positions were filled. The term "Corporate Gangster" was coined during this period at New Edison as 63 upper level executives fought, literally tooth and nail, to fill the sudden power vacuum. Nineteen of the contenders died during the promotion attempts and another thirteen were seriously injured. When the smoke cleared, however, Arleen Valris had secured both the Chairman of the Board and Presidential positions.

Only thirty-five years old, Miss Valris began her reign, and it could only be called that, with a heavy hand. She immediately began a six month purge of the company, eliminating all workers, and even departments, which had opposed her. She dismantled entire divisions, replaced entire offices and restructured the entire conglomerate. By 2023, New Edison was back in the thick of international business, stronger and meaner than ever. Miss Valris, or "The Viper," started off by demanding New Edison's inclusion in the United States mining effort on the Moon, securing key transportation contracts to and from the moon for the Aerospace Division. Interplanetary Geoscience Incorporated's construction of a mass driver shifted New Ed's emphasis to the transport of personnel and equipment, but the shift generally managed to make the company even more profitable.

In 2025 the Viper stunned the scientific world by announcing the first large scale Breeder Reactor. It immediately began service in the west coast sprawl providing power at substantially reduced cost. Rivals were shocked by New Edison's announcement. Few, if any, believed New Edison could continue construction of such a reactor during the political upheaval of the past few years. Two months later New Edison announced the planned construction of three more reactors, two on the east coast and one more in the west to augment their already colossal power network. Okira Materials announced the completion of a similar reactor outside Tokyo and attempted to cut into New Edison's profits by lobbying the Soviet Union for construction of a breeder reactor outside Moscow. Although the request was eventually denied, the stage was set for a conflict between Okira and New Edison. The Viper seemed to be especially upset by Okira's maneuvering and vowed to break the Japanese giant. Cooler heads prevailed, however, when the topic was discussed at the Board of Directors meetings at the end of the year, but the Viper seemed unsatisfied.

### **A MAJOR DEFEAT**

Tensions between the two companies seemed to be leading to a violent confrontation when, in 2027, the Napa Valley Power Authority outside San Francisco declared its independence from both California and the United States. The arcoLOGY threatened to cut off all geothermal electricity to San Francisco and the surrounding sprawl if its demands were not met promptly. California and the United States were forced to agree to the succession, much to the surprise of New Edison.

In the months which followed the Napa demands, New Edison attempted to prove in Federal Court that much of the equipment used at the Napa facility was rightfully the property of New Edison and secession would result in the default of most, if not all, of the money owed New Edison under the original contract. Although legally sound, New Edison's case was eventually thrown out of court when the Napa Valley was granted its independence.

The Viper had suffered her first major defeat, and to make matters worse, it was staged in the full view of the public. New Edison had no choice but to agree to the secession or fight the entire US army. Although the loss of the arcoLOGY's revenue and the power afforded by providing energy to San Francisco was not a major problem for New Edison, it had a profound effect on the structure of the company. The Viper doubled the security force of the company and opened a security training academy outside Seattle, Washington, to protect New Edison investments. Major effort was made to re-secure the loyalty of New Ed workers throughout the world, especially in the high profit areas of energy production and distribution. New Edison seemed to adopt a hold-the-line philosophy, securing existing assets and slowing expansion to minimal levels.

For the next four years, New Edison worked to secure both its financial position and physical property. When a nationwide depression hit the US in 2032, New Edison found itself in an excellent position to again help the US government.

### NEW EDISON AND THE U.S.

Secured by its newly reduced debt ratio, New Edison agreed to lend billions to the US government in the form of high interest bonds. Canada and Mexico requested similar financial assistance almost immediately afterward, raising New Edison, and other Megacorporations in similar positions, to unrivaled importance. Newsweek reported New Edison as the company college graduates world wide would most like to work for. This wave of loyal white collar workers would prove to provide the backbone for New Edison's growth over the next thirty years.

In 2034, New Edison was again called upon to assist the US government. Food riots and general social unrest forced the US, and several European nations, to declare martial law. Unfortunately, the US was unable to field a sufficient force to quell the rioters. New Edison entered into what was effectively a mercenary contract and was called out along the eastern and western seaboard to assist restoring order. Reports of excessive violence on the part of New Edison troops became common, but the government elected not to rebuke the company that has restored it to power. New Edison used its martial authority to quietly acquire several companies accused of siding with the rioters in anti-government rallies. Although the claims were never substantiated, New Edison absorbed the companies into its infrastructure before most of the companies could mount any form of legal defense.

In 2037 New Edison again called out its troops in an attempt to reclaim three of its oil platforms seized by Cuban marines. Working with US forces, New Edison troops attacked the platforms simultaneously, but all of the platforms were destroyed in the subsequent fire fights. This incident marked the only occasion of a joint US/New Edison operation. The New Edison Board of Directors determined, after reviewing tapes of the action on the platforms, that all future actions were to be handled solely by one force or the other. Readiness study reports of the time suggested the New Edison troops were better prepared to handle the threat and should the situation arise again, New Edison troops should be used alone to stop terrorism of this type. The report was quickly suppressed to avoid embarrassing the US government.

For the next three years, New Edison began acquiring additional oil reserves throughout the world. For unknown reasons, the company avoided buying entire countries, as was vogue, instead concentrating on specific regions. Although a giant in the nuclear and solar energy industry, the acquisition of additional oil rights in or near the US marked New Edison's first real foray into that area. By 2041, when Middle East and Mexican wars caused severe fuel shortages, New Edison had managed to seize 22% of the total US domestic crude oil production capacity. Vehicle gas rates rocketed and New Edison stock again soared in value. New Edison troopers were again put on active alert as remote fields were threatened by a panicked populace. The crisis was eased somewhat when US and corporate forces eventually moved to secure Mexican and middle Eastern oil fields. New Edison moved overseas with the troops, "securing" foreign crude oil fields for US interests. Most of these fields would eventually become the property of New Edison.



## WORLD COMPFAX

**12 AI CONSTRUCTS IN  
VIRTUAL REALITY  
STRIKE FOR BETTER  
WORKING CONDITIONS**



**MEMBERS OF RETRO NEW  
AGE COVEN SEEN  
SWILLING GOOP FROM  
TOXIC WASTE PIT IN  
SOUTHERN CALIFORNIA**





**EXPANSION INTO SPACE**

By 2047, the Edison Guard and Edison Troops were a common sight throughout the world. New Edison's troops were considered the best fielded by any corporation, and by many accounts that made them the best in existence. New Edison's chance to prove that claim came in July of that year when Japanese Space Defense Troops captured a US satellite repair station and held it for twelve days. When the US marine's attempt to retake the station was abandoned because of a malfunctioning shuttle booster, New Edison Special Forces were ordered into action by the President. The twenty man team recaptured the station without the loss of a single civilian or New Edison life. All of the "terrorists" involved were killed when the station was retaken.

For their efforts in assisting the US government, New Edison was the first company to be given Favored Corporation Status. This effectively eliminated any supervision the US had over New Edison and resulted in a period of rampant New Edison acquisition. In 2049, New Edison storm troopers decimated the Tomiko fuel refineries on Ceta XXIII in part of what turned out to be an unsuccessful hostile takeover. Although video of the action was smuggled off the asteroid, public opinion of

brightest minds of the company into the project. New Edison kept a close eye on the other members of the team, often resorting to covert operations against the other Megacorps of the projects. Tension was high, but violence was averted for the time being as the struggle to fully develop the project got underway.

**THE WAR WITH JAPAN**

Back on earth, the United States and Japan began to see a slow rise in tensions that finally erupted in February of 2062 when the United States discovered Japan had already begun sending covert teams to strike at US agricultural centers and power stations. New Edison, already on national alert due to sporadic acts of sabotage, was quick to enter what would eventually be called the Japanese/American mercenary war. New Edison first secured its assets and then began to wage war with the Japanese-backed troops. Although New Edison forces clashed repeatedly with Japanese troops and Okira mercenaries, the war eventually began to hurt an otherwise thriving world economy. Japan and the US were forced to cease hostilities when the Megacorporations, including a grudging New Edison, refused to provide the troops necessary to fight the war.



the violence did not seem to be as bad as New Edison officials initially feared. Many viewers, in fact, stated they felt since New Edison was stronger, it was acceptable for them to take over weaker companies. Arleen Valris was initially shocked by the reaction, but used it to good effect during the remaining years of her presidency.

When International Geoscience, Inc. extended bids in the latter half of 2052 to fund a mining and mineral research station on Mars, New Edison figured to be a key player in the project. Seizing the opportunity, New Edison committed to the project before learning that their old rivals, Okira Materials, would also have a sizable contribution to the development. New Edison threatened to pull out of the venture, but the potential for profits and the repeated assurances of International Geoscience eventually won out, and The Viper threw the best and

New Edison agreed to halt its campaign against Okira, but only when it saw that public opinion was against it continuing the fight. Although it has never been proven, it has long been suspected New Edison continued its covert operations against Japanese interests throughout the world, especially against Okira. If that is the case, US involvement, or approval, would have to be assumed.

In the aftermath of the aborted Japanese/US struggle, New Edison began an even more aggressive campaign to control areas run by the US government. One of the first targets was the government of Chicago and the Midwest Sprawl, centered around Milwaukee/Chicago. Long supporters of pro-business candidates, New Edison decided to take a more active role in politics, providing contenders who were employees of, and fully backed by, the company.

## THE ARCOLOGY

In 2064, New Edison announced it would begin construction of a corporate arcology near the old downtown section of Chicago. The project was slated to be the first of its kind, with complete corporate resources for the region housed in one tremendous superstructure. The arcology was designed to serve as housing, shopping and work facilities for the 12,000 persons originally scheduled to work at the facility. Slated for completion in only five short years, the project was to represent a significant portion of New Edison's operating budget over the period. Rumors began circulating in the company that this was the last great project of The Viper. It was long suspected Miss Valris was planning to step aside in the wake of failing health. It was well known she was allergic to the anti-aging drug Antigerus and the corporate sharks of New Edison were unlikely to allow her to continue to rule if she were anything less than 110% efficient.

From the beginning, however, it was clear the project would never be ready on the required deadline. In 2065, Serendipity unveiled their new space station Crystal Palace. Hardly unexpected by the other Megacorps, the early completion date gave Serendipity the ability to more aggressively compete directly against New Edison in the satellite market. Although no match for the giant New Edison, by carefully picking their battles, Serendipity could cut well into New Edison's profits and that was something to be avoided at all costs. Funds were reallocated to bolster the Satellite and Aerospace Divisions, while funding was drastically cut for ground based facilities. Subsequently, work on the arcology was slowed and cost overruns began almost immediately thereafter. New Edison was on the verge of cancelling the project, despite The Viper's protests, when a new wave of Japanese/American aggression swept the US.

By 2069, Japanese mercenaries were again attacking US-backed interests throughout the globe. Once again, agriculture centers and energy production sites were the prime targets for sabotage, especially in the US. It suddenly seemed like a good idea to have a base of operations where all the workers could be carefully monitored. The Chicago arcology was once again placed back on high priority and funds that could not be found one year ago were suddenly available in abundance. In 2070, the first workers began moving into the lower levels of the arcology and the Mall, a huge shopping area on the southern face of the arcology, opened for business, even though much of the upper levels of the arcology were not finished.

New Edison began to move certain critical testing facilities to their Chicago offices and gradually employees were found who had the personality and skills to work under the close scrutiny of the arcology environment. On September 3, 2072, the final stone was placed in the front walk on the 18th story of the Mall, just outside of the Valris Foundation corporate office. Her

masterpiece finished, The Viper stepped aside following the election of Thomas Jordan Carstead to the positions of President and Chairman of the Board. Board members discovered later, however, that The Viper had one last item on her agenda. One that would ensure her continued influence in the arcology and New Edison.

## THE VALRIS FOUNDATION

For years The Viper had been secretly acquiring outstanding stock under a variety of phoney names and companies. When she stepped down from her chairman's position, The Viper grouped all of her stock into one holding company named the Valris Foundation. With 5.1% of all outstanding stock, the foundation became the majority share holder in New Edison. Although The Viper would not live forever, her legacy would, secured in the foundation's assets. At the annual stockholders' meeting of 2073 voters elected to have the president of the Valris Foundation as a permanent member of the Board of Directors and to have the Valris Foundation act as the Board of Trustees and Management Team to oversee all aspects of work carried on at the Chicago Arcology. The newly elected Chairman, Carstead, did not have the political muscle to fight off the Valris demands and was forced to give in to the will of the stockholders, despite deep resentment at the action.

Carstead took the defeat with a great deal more grace than his predecessor. Instead of seeing the Valris Foundation as a threat, he chose to make it an asset and devoted his time to other concerns, trusting the Foundation would see to it the arcology was in good hands. Carstead forced his way into the United Kingdom Indomitable project, supplying many of the aerospace components for the huge interstellar ship. When the UK launched the great vessel, the entire crowd knew that New Edison was guiding the robotic ship into the void. Following the California earthquake of 2076, New Edison was among the first on the scene with emergency power and shelter for the one hundred thousand left homeless by the quake. The publicity generated by what amounted to a token gesture on the part of New Edison was enormous, giving the corporation its highest citizen approval rating since the rescue on Cera XXIII.

## SECURING A ROLE IN GOVERNMENT

New Edison took these ratings to the voters in elections from 2077-2084, sponsoring politicians across the United States in local, state, and federal elections. Virtual puppets of the company with little more than mouthpiece authority, these politicians enjoyed great success. Reading the writing on the wall, other Megacorps quickly followed suit with politicians of their own. Elections came down to voters' perception of which Megacorp would be better for the job, not the men on the ballot. When the President resigned his office in 2083 after allegations of racketeering and deviant sexual behavior, and the Vice President refused to take the oath of office, the stage was set for corporations to play an even bigger role in United States government. By 2085,



New Edison had complete control of the state governments of Texas, Florida, Illinois, Missouri, and Wisconsin, as well as feudal power in Chicago, Miami, Cleveland, Seattle, Phoenix, and St. Louis. New Edison held 26 seats in the House of Representatives and 7 seats in the Senate. Although New Edison failed to put their candidate in the White House in the election of 2088, they were the major corporate power in the legislative branch of the US government.

### THE PRESENT

While securing additional governmental power, New Edison was continuing its covert war with Japan and Japanese corporations, especially Okira Materials. New Edison Special Forces squads made the vid screen daily, but few knew that the corporation was behind the destruction. Carstead increased use of covert teams against all rival corporations, even when such actions were not strictly necessary. Internal security was upgraded and plans were made for the next major acquisition. Carstead, encouraged by reports from the corporate team on Mars, began open aggression against Okira for the right to exploit the Martian resources discovered by the Interplanetary Geoscience team. Combat troops were shuffled around the globe, making it easy for New Edison to secretly transport 25,000 troops to the Martian settlement.

As 2090 dawns, Thomas Carstead intends to do what his predecessor was unable to accomplish—drive Okira to its knees and absorb the materials giant under the growing corporate umbrella, making New Edison the undisputed ruler of the Megacorporations, and the world.

## WORLD COMP *FAX*

***SPELUNKING COUPLE  
FINDS TRUE LOVE  
AFTER ENCOUNTERING  
AVATAR OF PAT SAJAK  
IN CARLSBAD CAVERNS***

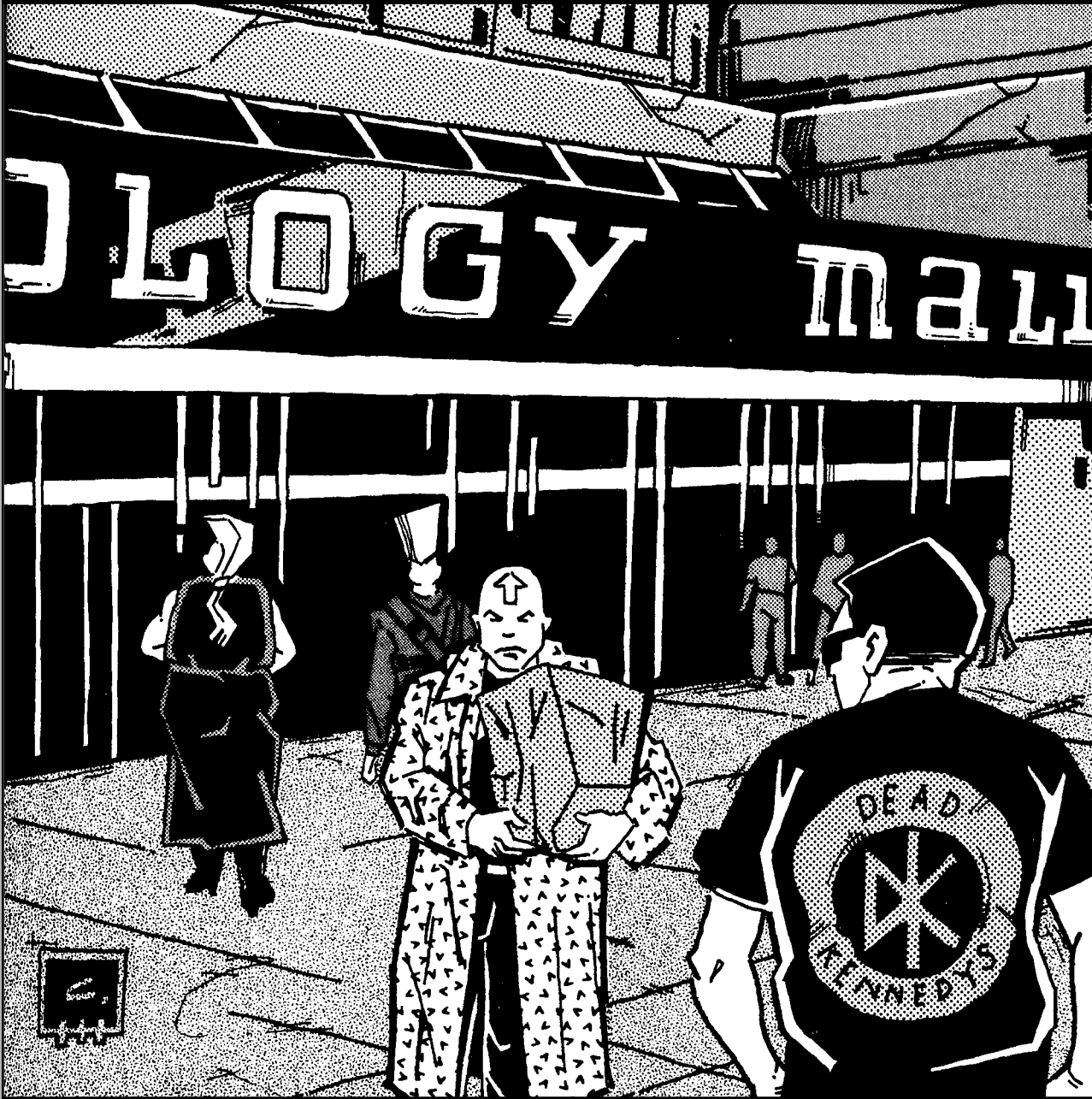


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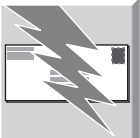
***TORONTO BLUE JAYS  
WIN 9TH STRAIGHT  
WORLD SERIES, THIS  
TIME WITH ALL-TONGAN  
TEAM***







8:16AM  
THUR  
9  
MARCH



Chicago  
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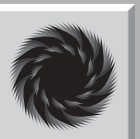
Long  
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Switchbox

WORLD  
COMP

CHUCK ME

## 2.0 OVERVIEW

Chicago has long had a reputation of being a wild and sometimes dangerous city. The Chicago sprawl of 2090 is all that and much more. Its position in the midwest makes it a valuable place to have some control, a fact that New Edison is well aware of.



**2.1 CHICAGO AREA**

The city of Chicago was founded in 1833. Although slightly over 250 years old, the city is still considered a baby when compared to other great cities of the world. Like any youngster, Chicago is full of life, energy, opportunity, and contradictions. To those who live there, few other places in the world offer the diversity and challenge presented by Chicago on a typical day. The city boasts three Catholic saints, hundreds of churches, and some of the most exclusive shopping districts in the world. It also offers more gang related violence than any other city in the western hemisphere, wide-spread urban decay, and rampant corporate expansionism.

Since the Great Chicago Fire of 1871, when most of the city was reduced to fire swept rubble, the city has constantly expanded. For the inhabitants of Chicago, nothing has ever seemed beyond the city's ability to accomplish. When the city's waste, which was carried by the Chicago River into Lake Michigan, threatened to destroy the lake, the city engineered the reverse of the river. Huge buildings were constructed under the master plan of Daniel Burnham to create an entire look and feel for the city. Over the years, additional buildings were constructed, including record setters like the Sears Tower. One hundred years after the start of the reconstruction, the city contained over three million residents living in the city proper with another three point five million living in the suburbs. Today there are over fifteen million in an area only slightly larger than the original city and surrounding suburbs.

As the city continued to grow in the late 1900s, it gradually encompassed the surrounding suburbs of northern Illinois, Northeastern Indiana, Southern Michigan and Southern Wisconsin. The city's growth was self perpetuating and soon the complex was referred to as the Chicago Sprawl, or the Midwestern Sprawl. Although never as large as the sprawls of the east and west coast, the Chicago Sprawl became the nation's third largest in terms of population, just slightly ahead of the Houston Sprawl. Centered in the farming belt of North America, the city is unlikely to grow significantly in the coming years as the remaining urban centers of the midwest are a great distance away.

Although it is difficult to tell where one begins and another ends, Chicago has been at odds, to one degree or another, with the city of Milwaukee for the last 75 years. Intense political and social rivalries have placed the two cities against one another despite the growth which has linked them. Though the Midwestern Sprawl encompasses eastern Wisconsin all the way to

Sheboygan, none of the residents of either Chicago or Milwaukee consider themselves the residents of the other city. To these individuals, there is a definite Chicago Sprawl and Milwaukee Sprawl. Economic confrontations, once bitter, have been slightly cooled in the last five years with the political realignment of Chicago, but lingering tension fueled by old economic battles remains.

**ETHNIC MIX**

Chicago has always been a city composed of ethnic pockets. These culturally different neighborhoods, though constantly changing in size and social position, have been the one consistent part of the city for the last 250 years. Early immigrant waves of Poles, Germans, Irish, Italians, Greeks, Scandinavians, Bohemians, Lithuanians, Ukrainians, and Czechs settled the newly founded city and provided the basic mix for the cultural melting pot of new settlers. Soon African Americans, Hispanics, Japanese, Chinese, Vietnamese, and Koreans added to the mix, providing the city with multiple ethnic personalities. This diversity, though often the source of intense confrontation, will continue to provide the city with the strength and persistence necessary to carry Chicago into the 22nd century.

**CRIMINAL HERITAGE**

The city's diversity, and the social stigma attached to cultures unknown to local residents was only one of many reasons for the city's long association with the seedier side of life. Initially a haven for gangsters and other professional criminals, Chicago has once again discovered itself to be one of the centers of professional criminals. The individuals who have sought to imitate the careers of men like Al Capone, "Baby Face" Nelson, and



John Dillinger quickly discover, however, legends are not so easily constructed. Although crime is a part of the city, as it is a part of every sprawl in the world, Chicago long ago solved the problem of rampant crime by organizing it.

In the middle half of the 21st century, corruption, bribery, and political deceit were common. In 2074, however, New Edison stepped into city politics in an attempt to create a better business environment. Eventually successful in their initial goal, the city's political structure is now firmly dominated by New Edison employees and the Megacorp's big business financial policies. This has created a different climate for potential criminals. If it effects the profits of big business, would-be criminals are best advised to carefully consider the risks involved versus the potential gain. Megacorps in general, New Edison specifically, do not like to have their profits affected by small-time players in what they consider their turf. Many of the large criminal organizations in the sprawl, therefore, are little more than covert extensions of major corporations doing business in Chicago. Small time crooks, as long as they understand their place, are of little concern to these corporations.

Because of the crime rate, all Chicago corporations employ full-time police units to protect company employees from the dangerous members of society. Well-armed and well-trained, these corporate cops receive full corporate support in their efforts to keep corporate property safe. Unfortunately for most, these corporations care little for the land and people they do not directly control. What little protection these non-corporate individuals receive is usually from the hard working, but over-extended Chicago Police Department. Many neighborhoods, therefore, have formed their own neighborhood protection groups. Often little better than the gangs they combat, these organizations are solely interested in protecting their homes, families, and businesses from outsiders. Paranoia is a way of life for these people. This condition tends to make them more than a little trigger happy when confronting anything out of the ordinary in their neighborhood. This, in turn, has made the ethnic boundaries of Chicago's neighborhoods even more defined as citizens look to those they at least partially understand for support and protection. Often the dividing line between neighborhoods is physical, as well as cultural, as ethnic groups attempt to garrison themselves from one another.

For those in the corporate sectors, however, life is very good. Employees for the larger corporations pay for their security in the form of wage deductions. In return for their continued good work, employees are allowed to live in corporate neighborhoods. These areas, though occasionally plagued by criminal activity, are much better protected. A milder form of paranoia may exist for some workers, but acts of violence against corporate workers living in these areas are much more likely to involve major military actions from rival corporations. These employees have little to fear from "common" criminals of the sprawl, although they must still be wary when travelling to other, less protected, areas of the sprawl. These corporate neighborhoods are much more ethnically integrated, though neighborhoods are still sectioned off from one another. The boundaries in this case, however, are based on corporate employment, not cultural background.

## 2.2 MAJOR DISTRICTS, FACILITIES, AND BUILDINGS

**Art Institute of Chicago — Downtown.** Considered the cultural heart of Chicago, this structure is well known for the diversity and size of the works exhibited here. Protection of the treasures located here is, of course, extensive.

**Baha'i House of Worship — Northern Sprawl.** This architectural wonder took fifty years to finish and is the center of the Baha'i faith. It is diligently protected and cared for by the faithful.

**Black Tower — Serendipity — Downtown.** Once called the Sears Tower, this black monolith has long dominated the Chicago skyline. Since its renovation by Serendipity, it has become a featured tourist attraction.

**Chicago Board of Trade — Downtown.** This recently renovated complex is the center of the commodities trading market in North America. Competition among licensed traders is nothing short of lethal as fortunes are bartered on agricultural and mineral products.

**Chicago Stadium — Downtown.** This enclosed stadium is the home of many of the sprawl's professional sports teams. Despite a string of profitable and successful seasons, this facility shows signs of deterioration and extreme age. Management remains unconcerned, however, and does nothing to improve the facility.

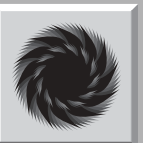
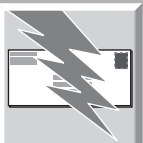
**The Dunes — Southern Sprawl.** One of the largest recreation areas in the sprawl, this area has managed to remain undeveloped more through chance than anything else. Among the most popular recreations spots, this area is packed with visitors in the summer and deserted in the winter when it is used as a missile test range.

**Evanston Harbor — Northern Sprawl.** Although smaller than the Lake Calumet Harbor and the docks of Gary and Hammond, this facility is quickly becoming the main facility for Lake Michigan transportation. Most captains agree the facility is the best managed, if not the best equipped.

**Hammond/Gary Docks — Southern Sprawl.** The largest harbor complex of the sprawl, this facility was long considered the home of Chicago shipping. Following years of mismanagement, however, the facility has been bypassed by the majority of shippers and a now services only a fraction of its original traffic.

**John Hancock Building — Downtown.** This office building is still in the hands of the insurance industry giant. It has retained much of its original style over the last one hundred years and remains, with the Black Tower, one of the most dominate features of the downtown skyline.

**Lake Calumet Harbor — Southern Sprawl.** Second in size only to the Hammond/Gary docks, this complex is occasionally limited in use because of the passageway from Lake Michigan to Lake Calumet. Equipment and docking facilities are good, but the facility does not enjoy the good management of the Evanston Harbor.





**Midway Airport — Western Sprawl.** Once a commercial airport, this complex was squeezed out of corporate flight plans by the larger Trans-Orbital-owned Aeroport. Now the complex remains in business by providing excellent service to powerful Serendipity executives who use the field to keep away from the crush at O'Hare. Serendipity has been acquiring nearby land in what seems to be a bid for purchase and future expansion.

**Miracle Mile — Downtown.** Once an area of exclusive shopping, this mile of stores and night spots has subtly shifted its emphasis from the old and rich to the young and rich. The area is still expensive and colorful, but the famous stretch of real estate has a much wilder air about it.

**O'Hare Aerospace Port — Western Sprawl.** Owned and operated by Trans-Orbital, this aerospace complex still launches and lands more commercial air traffic than any other complex in the world. Many major corporations, including New Edison, maintain facilities at the complex to conduct aerospace research and development.

**Rosemont-Horizon — Western Sprawl.** Following a series of expansions in the 2060s, this auditorium complex became the largest pavilion in the sprawl. It is now the de facto home of all major musical and cultural events in the sprawl.

**Soldier Field — Downtown.** Home of the Chicago Bears and a host of professional and amateur sports teams, the stadium has been renovated twice in the past forty years, but it remains an open air arena. This field has become synonymous with the in-your-face attitude of Chicago residents.

**Standard Oil Building — Downtown.** This building has had a string of owners over the last fifty years and is now owned by an obscure business consortium, Algonquin Futures. The building is now deserted after terrorists extensively damaged the support beams on the third and fourth floors. Repairs are underway, but until completed, the building will remain empty.

**Stateville — Joliet.** Home of one of the New Edison Troop Training Academies, this converted prison was purchased from the United States government when the entire prison system was abandoned upon the opening of the Death Valley Free Prison. Now in its tenth year of operation, the facility retains much of its originally stark and bleak environment.

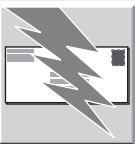
**Water Tower Place — Downtown.** This structure, one of the few buildings left standing after the great Chicago fire, is the anchor of the Miracle Mile. It has come to symbolize the energy and exuberance of the

youth which gather here. Most of the shops and stores of this building cater to the young and are open primarily at night.

## WORLD COMFAX

***SPACECRAFT FROM  
OUR FUTURE LANDS ON  
EAST COAST! THREE  
TALKING APES GET OUT,  
LOOK AROUND, THEN  
FLY AWAY IN DISGUST***





## 3.0 LIFE IN THE ARCOLOGY

The New Edison Arcology in Chicago is one of the most talked about structures in the sprawl. Though essentially a city within a city, what makes the arcology noteworthy is the company which built it, and the reasons why it was built.

People in Chicago, as well as the rest of the world, are curious about what goes on behind the dark walls of the arcology. Wilderness arcologies are not uncommon, but New Edison is the first corporation to try to put an arcology in a sprawlzone.

Curious and envious eyes are fixed on the arcology, waiting to see if New Edison can make it a financial and social success.



**3.1 CORPORATE INFRASTRUCTURE**

Running anything as large as the arcology requires a tremendous amount of effort on the part of all those involved. Tightly packing over 12,000 people and their possessions in an area smaller than many towns of 2090 requires constant supervision and dedicated care to the details. To make the arcology not only functional, but prosperous, New Edison created an elaborate network of managers, overseers, quality control groups, counselors, analysts and directors. Many of the ideas currently in use at the arcology have proved very successful, while others have cost the company millions of dollars to finally develop. The time and cost, however, has not appeared to phase the Valris Foundation overly much, or even the Board of Directors at New Edison. As a result, the Foundation has implemented several new, highly controversial programs designed to boost the productivity of the workers and, at the same time, make them easier to control.

The arcology is actually owned and operated by New Edison, but that fact is often difficult to see when one is within the walls of the building. Only the workers in the industrial and operations zones are actually employed by New Edison, even though they have been hired by the Valris Foundation. The remainder of the employees of the arcology work either directly for the Valris Foundation or work at the arcology under strict license from the Foundation.

Should a power struggle arise between New Edison and Valris, however, the chances of maintaining the productivity of the arcology drop considerably.

**VALRIS FOUNDATION**

The day-to-day operation of the arcology is kept in the hands of the Valris Foundation. This Foundation's main purpose, other than self-preservation through the acquisition of additional money and assets, is the operation and expansion of the arcology. Some critics of the arcology view the Valris Foundation as little more than outside management consultants which have forced their way into the New Edison corporate power structure. In the strictest sense of the term "Management Consultant," these critics are correct.

The Foundation, however, not only runs the arcology, but they manage production, oversee quality control, and promote sales. In most ways the Valris Foundation views the arcology as their real estate, their products, and their staff. This promotes a much higher level of commitment and involvement than provided by even the most diligent of consultants. Although the Op Board dictates policy to the Foundation Executive Vice President, the EVP is free to decide procedure and the feasible scope of that policy. The highest level of the Foundation is the management team. This six-member group is made of the Vice Presidents of the four departments of the Foundation, the Foundation Executive Vice President, and the Foundation President. The management team meets weekly to set quotas, decide new laws, and take correc-

tive action as required. The management team is headed by the President who has final authority in all decisions, although it is unusual for the President to interfere with the specific duties or responsibilities of the four departments' Vice Presidents, or make operational decisions for the EVP.

The task of overall arcology management falls to the Valris Foundation Arcology Operations Board. Functioning much the same as a corporate Board of Directors, the Op Board has final say in almost every aspect of the arcology's affairs.

Although not specifically stated in the contract which provides the Valris Foundation with the charter to run the arcology, the leadership of the Foundation has taken it upon themselves to act as the official spokesmen for the arcology and all of its products. Despite their duty of running the arcology, members of the Op Board have been able to spend large amounts of time away from the Chicago area with Valris Foundation expense accounts on "business development trips." Although the Foundation President is mainly responsible for this duty, many of the Op Board members, including the EVP, have managed to conduct these luxurious trips several times per year.

These trips are designed to accomplish several tasks.

They primarily function to promote the arcology's products and services to the world at large, but they also establish and strengthen corporate relationships, secure supply sources, and attract additional investors to the Mall in the form of increased vendors. At first New Edison balked at the idea of the Valris Foundation handling this critical area of marketing, but after a short trial period and three profitable contracts, New Edison was forced to agree that the people running the arcology were the ones who could best represent it to outside interests. This is not to say they completely stepped away from the marketing effort. New Edison's role is now as a supporter to the efforts of the Valris Foundation. With additional staff and increased resources, New Edison can step in to lend assistance if necessary, but this is rarely required. Markets continue to expand and production remains high at all of the arcology industrial zones.

Op Board members are elected by the management team of the Valris Foundation and is under the control of the President. In reality, these Op Board members are among the more affluent and powerful members of the Chicago area community and are interested primarily in increasing their assets and power base. Although the Op Board members will freely accept, and even solicit, their position on the Board, they have all made their mark in society, especially in the Chicago Sprawl, and wield considerable political and economic clout. These members have extremely diverse interests and are constantly involved in expanding their power bases, which keeps them from interfering with the workings of the arcology too much. Most Op Board members see the Board as little more than the means to an end and are not very interested in making any lasting contribution to



the arcology, unless, however, the contribution will also directly benefit them. Meetings of the Op Board are held at irregular intervals, depending on the situation at hand and the status of current arcology projects. The Board usually meets once per month, however, just to get caught up on current affairs. One key aspect of the Op Board is the hiring of a new Executive Vice President. The EVP is always contracted to a three year term by the Op Board. The EVP's yearly review is conducted by the Op Board, which has final authority to decide if the EVP is doing a good job. Based on the EVP's operation record he, or she, can be rehired for another term, or a new applicant can be suggested. This new applicant must always come from the senior staff of the Foundation, although employment time is not an issue in the final selection.

Employees of the arcology who come to work from other New Edison facilities are often unbalanced by the subtle differences in operating procedures of the Valris Foundation. Production reports go to Valris, for example, instead of to the New Edison home office. To reach the middle and upper levels of management, even in the industrial zones, New Edison employees have to be approved by Valris. Newly hired employees working for New Edison at the arcology have no such culture shock to overcome. You wear a New Edison jacket, report to a New Ed supervisor, who reports to a Valris manager in a Valris jacket. New Edison writes the check, but Valris signs it, and although New Edison owns your home and most of your furniture, Valris lets you live there and make the money you need to pay for it all.

Responsibilities include all forms of security, operation zone machine maintenance, sanitation, power distribution and utilities, negotiation of all vendor contracts for the commercial zones, fire protection, cyberspace, data processing, transportation, and arcology 'public' works.

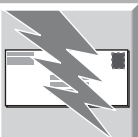
With the largest staff and the second largest budget, the Operations Department still is understaffed and underfunded. As with most Foundations or associations, the Valris Foundation makes its first and deepest budget cuts in the operations area, relying on the increasingly over-burdened personnel to make up the slack caused by the insufficient funds.

This has led to a form of grim acceptance among the workers of the department. Most see the pressure as a form of challenge and method to make their mark in the corporate world, but to their credit many succeed, more on guts and brains than anything else.

The Operations Department is required to work closely with New Edison as the majority of the workers are actually employed by New Edison. This provides the Operations Vice President with even more opportunity to prove his worth to the Foundation as he handles the daily conflicts with his counterpart at New Edison.

## FINANCE DEPARTMENT

The Finance Department has a somewhat tarnished reputation at Valris in general and at the arcology specifically. Often the messengers of bad news, finance officers, though few in number, are all pervasive in scope. The Finance Department has only three sections, budget for the Foundation and arcology, investment for



## OPERATIONS DEPARTMENT

The four department heads are in charge of Operations, Finance, Production, and Human Resources. Of the four, Operations is by far the largest department and carries the most political clout. The Vice President of Operations usually has management experience in at least one of the other departments and typically has more experience within the Foundation than the other Vice Presidents. Nearly all tasks and duties required to maintain and expand the arcology fall under Operations.

the Foundation, and accounting for the Foundation and arcology, but their activities are well known by all employees, making finance the best known department in the Foundation.

The department works with New Edison on an "as needed" basis, primarily in the areas of internal audits and cost controls. There is a tremendous amount of pressure on the employees of this department to watch dog the funds of the Foundation, control waste, and increase the Foundation portfolio. The more an employee



of this department makes or saves for the Foundation, the better his chance of promotion, pay increases, or continued employment. Burn out is high in the Finance Department and suicide is not uncommon.

### **PRODUCTION**

Production is responsible for all goods and services produced or provided by the arcology. This department is the reason for the arcology's existence. All of the funds and resources provided by New Edison were issued to make the arcology a secure production center. The rest of the arcology is simply the means to that end; therefore, the remainder of the arcology supports the Production Department. The Production Department commands the lion's share of the budget and the majority of the arcology's available space and energy. The Production Department is not only responsible for the manufacturing of New Edison products, but they are also responsible for anything made and exported from the arcology. During the initial three years of the arcology's existence, Valris allowed small private firms to use the production facilities of the arcology in exchange for production information and license rights. Many of the corporations which operated at the arcology had problems meeting the rigid standards required by this department. As a result, all of these producers were forced to either cease production or operate under the New Edison name. In what amounted to little more than open theft, New Edison was able to acquire three additional companies, complete with licenses and patents, for the cost of the companies' original investment.

Sections of the Production Department include Production Control and Planning, Service and Product Testing, Corporate Licensing, Distribution, Arcology Production, and New Edison Production. The production department of Valris has a good working relationship with New Edison. Because Valris has even higher standards of production and is able to operate a reduced costs, they are able to do as they want in their department. New Edison has adopted a hands-off approach, at least while they are seeing reports they like.

### **HUMAN RESOURCES**

The final department, Human Resources, is responsible for all phases of the lives of the inhabitants of the arcology. The department includes Hiring and Placement, Quality Assurance and Counseling, Testing, Housing, Mall Revenue and Licenses, Education, and Marketing. Most inhabitants of the arcology will have the most direct contact with Valris via the staff of this department. From the very first application to live and work in the arcology, they have to deal with these staff members. Most of the workers of this department would be described a "people person" or a "salesman." It is their job to see to it the best and the brightest minds at New Edison want to work at the arcology, overcoming resistance by any means possible.

Once a potential employee is selected and hired, Human Resources makes sure the employee is happy with his new life, or at least content enough to continue working. The employee takes all complaints about his life, job, apartment, and surroundings to Human Resources for resolution. If they are unable to help with the problem, the department must try to change the worker's expectations of the situation. Happy employees are a must at the arcology. A disgruntled worker quickly finds the pervasive security, closeness, and artificial environment too constricting to tolerate. This invariably leads to anxiety on the part of the employee, resulting in a range of conditions from simple depression to homicidal mania.

## **3.2 CORPORATE RELATIONS**

The Chicago Arcology's continued long-term prosperity depends on maintaining strong mercantile ties with other corporations and cultures throughout the world. To this end, much of the work of the Valris Foundation and the New Edison staff in Chicago goes to support that marketing effort. The arcology, as a whole, is always on the lookout for new or expanded markets.

Seeking out these markets has become the *de facto* task of the Valris Foundation President, Samantha Valris Morton, who spends more time away from the arcology than within the supposedly friendly confines. To support her efforts, both New Edison and the Valris Foundation have established an army of clerical and technical specialists. These employees provide all of the necessary arcology data and Chicago Sprawl information to prospective clients around the world. These employees also follow up initial visits by the President with additional detailed information on the arcology, its staff, and its products. Over the last five years, the sales market growth for arcology products has been excellent.

Samantha Valris has proven herself to be a skilled negotiator and an excellent representative of the arcology. Corporate representatives across the world recognize that the hard working leader of the Valris Foundation shares her matron's love for the arcology.

### **LOCAL AREA**

The Chicago Sprawl, while not the largest, is a very important economic community in the world. Because of the buying power of the corporations and citizens in this area, New Edison initialized a tremendous push into the region starting back in 2070, when they began to test the political waters by sponsoring several candidates in the local elections. Though this initial effort was considered to be generally successful. Three of five candidates won their positions, so the corporation decided to do more. By 2077 they had an unrivaled political machine which rolled over the opposition for the next ten years. Not since the days of Mayor Daly (famous for his strong government and questionable election tactics in the 1960's) had the city known such a political force.

Now, Chicago's political structure is little more than an indirectly controlled vassal of the New Edison corporation. Vestiges of defiance remain, especially among the Armed Workers Coalition and several other Megacorporations, but New Edison, and its associate, the Valris Foundation, are very much in control of the political structure.

This sound political base has greatly influenced New Edison's ability to move its products in the Chicago Sprawl. Although the corporation does not supply direct consumer goods, New Edison depends on the good graces of local politicians to provide a favorable business climate for all consumers. Because this is no longer a problem in the Chicago Sprawl, the corporation can concentrate on problems of manufacturing and supply, instead of resolving conflicts with city administrators over mundane items like the environment, trade practices, and criminal activity.

The Valris Foundation has received a tremendous economic boost because of this activity. They are now able to concentrate their resources in other areas, especially in the fast-paced arena of world marketing. Reactions from local vendors and suppliers toward Valris and New Edison seems to be one of cautious cooperation. Every businessman in Chicago understands the unique position of the arcology and few want to risk their own profits by refusing to go along with the Valris Foundation. Many of the larger corporations, however, are upset at the trade practices of New Edison and the cavalier attitude of the corporation about their activities. Led by an increasingly threatened Okira corporate community, opponents of New Edison and the arcology pick their political fights with great care, sniping at the Megacorp until the time is right for a direct confrontation.

As on Mars, battle lines are being drawn in the Chicago political arena. Few corporations are willing to side against New Edison, but some feel they must if they are to survive. If Okira can make a strong showing on Mars, many businesses may feel safer siding with the Japanese Megacorporation and then New Edison would have to fight to retain control of Chicago.

## NORTH AMERICA

With the decline in power of the United States and other national governments, most corporations, including New Edison, look at cultural regions of a continent instead of national boundaries to determine customer demographics. For this reason, the sales and marketing executives at the arcology look at all of North America, especially the United States and Canada, as their primary market. Negotiations for the sale and transportation of arcology electronic products, led by Samantha Valris Morton, continue at a brisk pace. As one contract is filled by the production zones, another takes its place to keep the production lines operating at peak capacity.

Although the arcology is a well known office of the New Edison corporation, the Valris Foundation has managed to take some of the edge off that fact in their contract negotiations. This gives corporations the ability to either downplay the fact they are dealing with one of the most aggressive and dangerous corporations in the world or build up the fact they are dealing with one of the world's economic giants. With this development, smaller corporations have a degree of flexibility they have never had before which, in turn, has opened several previously closed doors.

In areas with strong New Edison governmental support, such as Texas and Florida, arcology products sell very well. Supported by what amounts to a friendly government, the products sold in these markets continue

to sell far better than the nearest competitor and this trend shows no signs of slowing in the near future. Market share increases at a steady pace and competition continues to decrease as direct corporate rivals to New Edison are slowly legislated out of the region.

Although this legislative

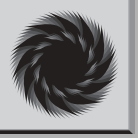
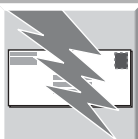
practice results in a general increase in sales for all New Edison products sold in the area, the direct effect on arcology products is magnified even further. Not only does the arcology benefit from the decreased competition and increased New Edison support, but by selling products under the arcology's own label, they attract additional customers from the ranks of consumers who do not realize they are purchasing New Edison products.

## WORLDWIDE

New Edison is a name known around the world. The Valris Foundation, however, is little known outside the continent of North America, except for a handful of corporations using the arcology as a base for North American sales. News of the first corporate arcology, while interesting, was not something most corporations were interested in at the time of the arcology's opening. Now, however, more and more corporations worldwide are discovering the economic good sense of an arcology and are becoming more interested in the New Edison project. This allows the Valris Foundation to place their foot in the door, so to speak, and enter into formal talks with potential customers.

## WORLD COMP

**DINOSAUR BONE  
CONSPIRACY REVEALED!  
PALEONTOLOGISTS  
ADMIT TO FAKING MOST  
FOSSIL DISCOVERIES —  
HOAX LENDS CREDENCE  
TO NEW THEORY THAT  
LIFE BEGAN WITH  
MASTODONS!**





Although there are ample domestic markets for all currently available arcology products, the Valris Foundation's long-range planners have pointed out the potential for higher profits and increased long term stability lies with a global marketing strategy. To this end, the arcology sends teams of salesmen and negotiators around the world.

Valris Foundation that some Japanese corporations would like to do business with the arcology, but fear an unspoken threat from Okira Materials, which is a much more powerful force in Japan. Okira is polite, but unreceptive to anything the arcology has to say or offer and many smaller Japanese corporations are taking their cue from the powerful Megacorp by refusing to talk.

Only the most powerful corporations, or those which have especially long relationships with New Edison, dare go against the grain and enter contracts with the arcology. The most notable example of this action is the Aizu-Shoto Corporation which tied itself into the arcology's long term success with the opening of a branch within the Mall. Details of the contract were never made public, but the cyberwear giant and the Valris Foundation both seem very pleased with the agreement. This deal did not have an immediate effect on the Japanese market as hoped, but arcology negotiators continue to ride the coattails of Aizu-Shoto success, hoping to turn the single contract into multiple ventures. As long as New Edison continues to threaten the Mars project, however, Okira, and most of Japan, will remain a closed market.



Thus far, these worldwide markets have remained virtually untapped. The free trade zone of the Mall is the one exception. Though small in scope, this area of duty-free consumer goods trading has proven very successful to all corporations involved. The Valris Foundation has managed to leverage that financial and social success into several foreign contracts, especially with Italy, India, and Greece.

The only country in which the arcology products are not well received is Japan. Despite principal New Edison branches in Tokyo and Osaka and over fifty smaller office sites in the Japanese Isles, the arcology representatives have never been well received. It is clear to the

### 3.3 SERVICES

There are a number of services provided for Mall shoppers and Arcology workers.

#### TRANSPORTATION

The United States has always been a culture based on mobility. Even in the year 2090, the great distances separating consumers from suppliers and equipment have resulted in the greatest roadway system in the world. Even though the land based transportation network is not as necessary in an age when hovercraft, GEM and VTOL vehicles are in widespread use, the ground transportation grid of the United States is still important.

Even in the worst of times, the United States was never really concerned with the problems of transporting goods to consumers, or consumers to the goods. The New Edison

Arcology was built with that same principle. Access to the arcology, although restricted in some ways, was designed to be very easy to accomplish.

Most visitors to the Mall arrive via the famous Chicago Loop. Although the Loop is sometimes considered dangerous, both in terms of the equipment used by the Loop and the passengers, it is the preferred method of transportation for hundreds of thousands of Chicago Sprawl commuters every day.

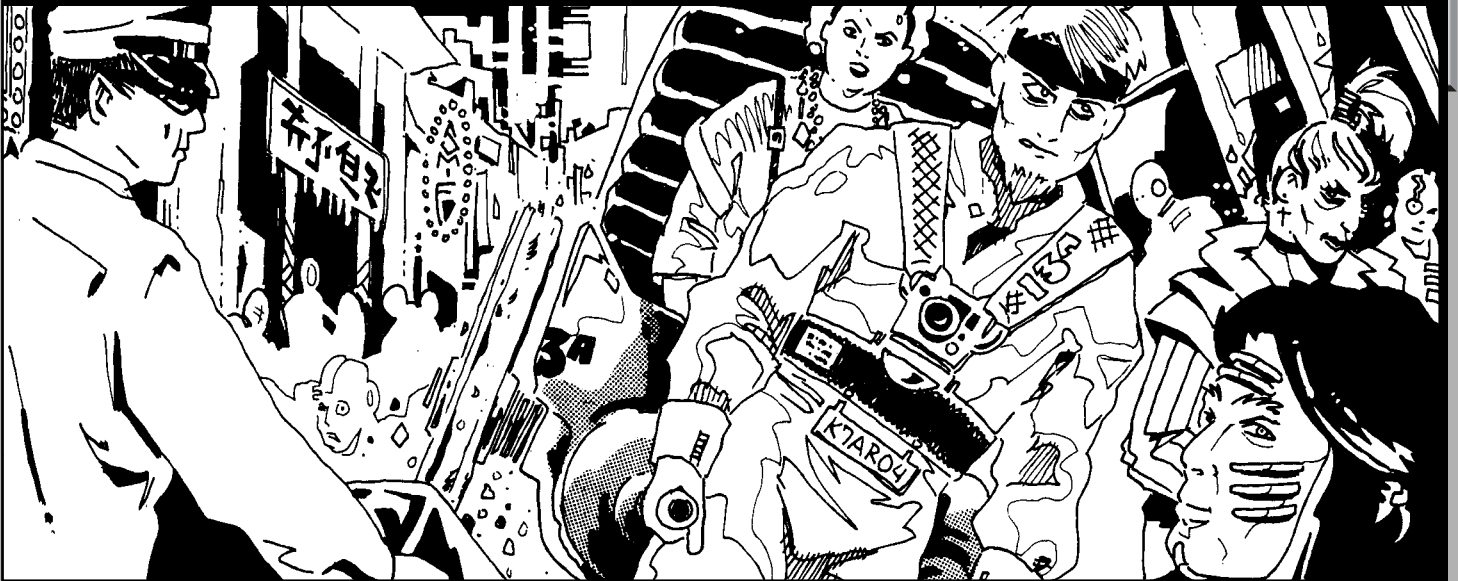
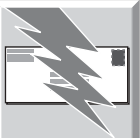
The Access Station is open around the clock. In times of trouble, large metal doors are lowered over the monorails at either end of the level, sealing off the arcology from the remainder of the Loop. Although business slows down after 8:00 pm, the restaurants and cafes on the surrounding levels continue to do a thriving business into the wee hours of the morning.

A multi-story parking garage is provided in front of the Mall. The ten story lot sits atop 159th Street, but is considered part of New Edison property. As with travel on the Loop, it is much safer to travel to and from the arcology during the daylight hours since wandering gangs are just aching to take down returning shoppers. The Mall can be accessed from the parking lot via clear skyway tubes or via the ground floor doors. There are two skyway tubes per level, staggered at different intervals along the northern wall. Often it is easier and shorter to take an elevator to one of the different levels than to hike to the skyway on the shopper's current level.

High powered corporate executives and the wealthy of Chicago always arrive at the arcology via air. By far the safest form of travel, arrival by air is also the fastest mode of transport to and from the arcology. Pilots attempting to land near the arcology must exercise extreme caution. New Edison Air Traffic Control does not allow any non-Edison vehicle to travel directly over the northern half of the arcology. Pilots are forced to take a circular route when ferrying passengers from the north. The remains of more than one vehicle litter the northern

When the roof becomes too crowded, two pads are cleared and New Edison and Valris overflow is directed to the roof of the parking garage across the street, where non-arcology flyers routinely land. These Mall landing pads provide near instant access to the upper strata of the arcology, and as such, are very well protected by a host of armed guards and electronic intrusion counter measures at the top and bottom of each stairwell. If flying conditions are poor, New Edison will close the Mall heliport to all but the most urgent of flights, forcing commuters to land at alternate public sites and drive to the arcology. Skitters are not usually allowed to land on the roof of the Mall, but occasionally this happens. Most are waved off by New Edison Guards and are directed either to the parking garage or to the ground level, where they are allowed to land in a partially protected landing zone on the southwest corner of the Mall.

Once in the Mall itself, travel is accomplished mainly on foot. Despite the size of the Mall, the vast array of catwalks, escalators, walk-ways, stairs, lifts, and sloped paths make getting around very easy. The Mall was designed to give visitors the impression of a large open space. It is, therefore, possible to see up and down, as well as across, many levels. Even though it is not always possible to walk directly to your destination because of the Mall's layout, most shops can be reached with only a slight detour. For those wishing to travel from one end of the Mall to the other, there are "people movers," rickshaws, electric carts, express elevators, and "mail



side of 127th Street, grim reminders of New Edison's serious approach to corporate security. The roof of the Mall can provide parking for two dozen helicopters at one time, although only New Edison and Valris Foundation vehicles are allowed to power down on the roof. Each landing pad is equipped with tie-down straps and helicopters normally stay after their passengers have debarked.

tubes." Most shoppers prefer to use the "people movers," long conveyor belts flanked by moving railings which allow the shopper to rest as the belt moves along, traveling long distances on the same level. These belts are located on every level of the Mall. Their length and width varies depending on their location, but most allow for two people to stand side by side as they move. The largest, located on the fifth level, allows six people to stand abreast.



For a modest fee, shoppers can rent a rickshaw or motorized cart. The licensed driver, or puller, will take the rider anywhere he wants to go, but, due to the vehicle's size and bulk most drivers prefer to operate on one or two levels.

The express elevators and "mail tubes" are used only by those who need to change levels or get across the mall in a hurry and have the cash to pay for the luxury. Both are pneumatic driven pods which ride a cushion of air to their destination. The larger elevators seat six passengers with their baggage and are primarily limited to travel between levels, although they are also capable of traveling along horizontal shafts to transfer visitors to the opposite ends of the Mall. The "mail tubes" require the rider to lay in an enclosed bullet which can be fired throughout the arcology. Riders often find travel in a "coffin" to be better, or worse (depending on your point of view), than riding on a roller coaster. It remains, however, the fastest method of travel.

For the most part, travel within the Arcology Proper is much the same as in the Mall. Workers often own, or rent, electric carts especially if they have to travel great distance to reach their working zone. Cart parking is common throughout the residential, commercial, and

industrial zones of the Arcology Proper, but it is unheard of for a cart to be left unattended in the Mall.

"People Movers" are not as common as in the Mall, but tend to be longer and much faster. Many lead to elevator banks or to stairwells. The express elevator system is much more developed in the residential

section of the arcology. With computer tracking to route elevator cars and avoid collisions, New Edison residents are often not required to change cars, despite the distance. When car changes are required, they are usually performed at massive elevator banks, located across the Arcology Proper. These nexus points, which are usually located near commercial zones, often become prime areas for workers to congregate. Because these cars are air driven, they are smoother and quieter than most modern elevators and when powered by the powerful New Edison generators, they are among the world's fastest.

"Mail Tubes" are limited to use over long distances with in the arcology. The only non-foot transit system which allows access directly to and from the Mall, tube access is carefully monitored in the residential areas. Via mail tubes, passengers can easily travel from the north side of the arcology to the Mall in under two minutes.

## **SANITATION**

The engineering required to keep the arcology and its inhabitants clean is nothing short of a miracle. Thousands of miles of pipe and conduit cover the arcology, tying every shop, home, production center and office to the reclamation center located in sub-level one. New Edison spent considerable time and effort to make sure the arcology was the most efficient in existence. Planners spent months designing the water works and waste recovery centers, enabling New Edison to slash its operating expenses by providing cheaper and more efficient sanitation.

Waste water is completely recycled. The waste water treatment center is located on the first sub-level. The sprawling facility passes the water through filters to remove impurities and then treats the water by dumping in chemicals by the truck load. Although the water is purer than anywhere else in Chicago, resident's knowledge that they were drinking their own waste was viewed as a serious morale problem by the Valris Foundation. For that reason, the arcology pumps in ten million gallons of water from Lake Michigan per day via private water line.

Solid waste is handled with similar efficiency, but in a much different manner. Recyclable material is separated by the residents and shop owners. This is a mandatory process for all arcology dwellers, not because of New Edison's concern for the earth, but because it is cheaper to reuse material than to manufacture it from raw materials. Metal, silica, and paper are deposited in recycling bins. These bins are located on each level, in each residential zone. Penalty for failing to recycle is severe, but most residents follow the system. As an added side benefit from this process, New Edison and the arcology gain much needed beneficial public relations as the marketing department at New Edison hypes the arcology's "concern" for the environment.

Garbage is bagged and dropped into local disposal bins by residents. These disposal bins drop down to sub level one, where they land in large collection tanks. The refuse is first broken down by industrial grinders. The compost is then spread into large trays and passed under ultra violet light to speed the breakdown process. Minerals are separated from the lot by electro-magnetic conduction and organic items are further broken down chemically. Once all that can be extracted has been separated, the small amount of remaining debris is smashed into three by three by three foot cubes for transport to one of three land fills south of the arcology. Extracted material is sent to the manufacturing centers of the arcology to be purified and reused. Finally, organic waste is used as fertilizer for the hydroponic gardens.

## **WORLD COMP**

***GUARDS RIOT IN ALL-FEMALE PRISON AS CAMERA CREWS MOVE IN***

***EC PRESIDENT, TRAPPED IN ELEVATOR, EATS OWN ARM TO SURVIVE***



*i*





## FIRE PROTECTION

Although many inhabitants of the arcology could not specifically name their fear, all are concerned, to one degree or another, about the possibility of fire. Although the Mall was constructed to provide maximum visibility, and hence abate claustrophobia, the residential zones of the arcology have a much more confined feeling. Corridors, though wide, can quickly fill beyond capacity during peak travel times. Planners soon realized that a fire of any type could well shut down an entire residential or commercial zone, as access halls became gridlocked.

When the arcology was constructed, care was taken to work with materials that were, at the least, fire retardant. Plastic and steel were used where possible and electrical conduits were doubly protected to contain any electrical fire which may have started in the wiring. Remote sensors were included along all wiring conduits and additional detectors were installed in high risk electronic areas. Unfortunately, just as the arcology was nearing completion, inspectors discovered one of the key components of the construction was highly combustible.

To maximize interior space, New Edison contractors narrowed the width of interior, non support, walls and lined them with Sound-Dead sound boards. The boards were highly successful at blocking sound within the audible range, but tended to ignite and burn intensely when exposed to a high temperature open flame. Faced with the option of reworking over 85% of the interior wall of the arcology or conducting extensive fire safety training, New Edison took the cheap way out, trusting employees to protect the flammable investment.

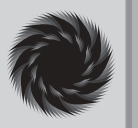
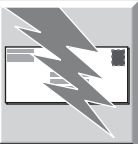
To combat the suddenly discovered problem, New Edison developed plans to counter the threat at every level. For shop owners, workers, and residents, yearly fire safety classes are a fact of life. All apartments are required to contain one personal fire extinguisher for the kitchen, each bedroom and the living room. Private enterprises in the Mall and commercial zones are likewise required to plan for fire safety. Smoke detectors with a built-in temperature sensors are present in every hallway, home, business, elevator, stairwell, air shaft, and access hall. The entire water supply system can be controlled from the fire control station located in the command center on sub-level five. Large fire control closets are located near corridor junctions to provide a first line of defense should a serious fire threaten a zone. These locked closets can be opened by any arcology resident by entering the resident's New Edison or Valris identification number. This immediately places the fire control station on alert and dispatches the nearest fire protection team. Inside the closet is a 100 meter fire hose, an axe, a first aid kit, and 4 oxygen masks. Once the water is turned on to the hose, it can be controlled via the nozzle, allowing one individual to operate the equipment in an emergency.

If any type of fire is reported, a fire protection team is immediately dispatched. This four man team is responsible for the protection of three floors of the arcology in their assigned area, which is usually a roughly spherical area around their operational zone station. The team consists of the sergeant, an electrician, paramedic, and fireman. All members of the team are trained in rescue and putting out fires, but each handles a specific responsibility within the team. These individuals are highly respected employees in the arcology, although New Edison has never announced the potential threat to resident safety. Arcology firemen uniforms, which consist of flashy neon red jump suits and distinctive yellow helmets, are instantly identifiable no matter what the conditions. In any fire, the sergeant in charge of the fire protection team is in charge. This individual has absolute control of the area and is even able to direct the members of the Guard and Troop should the need arise.

## BANKING/CREDIT

New Edison is directly involved in the banking and credit industry mainly through the First Bank of Luna, but it takes an active interest in this ancient business to an even greater degree than most people imagine. Banks located in the arcology are all licensed by New Edison for operation, but are not controlled by the company, except as required to maintain company operating license. The seven banks located in the arcology are required to have a main arcology office in the Mall. All of the licensed banks are then allowed to maintain unlimited processing centers in the Mall and a limited number of processing centers throughout the residential zones. These banks are typical examples of the era, but, because of their relationship with New Edison, they may appear to be a little more sinister than they actually are. Then again, perhaps they are exactly what they seem.

As another method of controlling the lives and welfare of the workers of the arcology, New Edison has instituted a cashless society within the arcology. Workers are paid on a weekly basis, with all wages transferred to one of seven banks within the arcology. Arcology residents are all provided with a New Edison Credichron manufactured of appropriate material, depending on the workers' class. For the rank and file production workers and all clerical staff members, the company provides either a multi-colored plastic or stainless steel model free of charge. Executives, managers and white collar workers on the way up are provided credichrons of precious and semi-precious metal, which are often decorated with gemstones to give viewers an indication of the employee's standing with the company. Workers can use their credichrons everywhere in the arcology, as well as in the city of Chicago, and they are encouraged to do so. Although it is not illegal to carry currency in the Chicago Sprawl, it is usually seen as an act of either poor taste or poor judgment.



Not only do the credichrons contain the workers' account balance and medical history, they contain all information on the individual's credit history. If the worker desired to purchase a product, but does not have sufficient funds, he can receive a loan at the point of sale. He does not need to go to the bank for processing. Although this is dangerous for those with little self discipline, the system encourages workers to get the things they want now. These automatic loans are provided by the different banking services in the Mall and have become the key marketing tool of the banks to attract new customers. Interest rate wars are common, but usually do not provide the worker with any real savings once the processing fees and special charges are taken into account.

In the Mall, shop owners are not allowed to process transactions with cash. Although this New Edison policy seems to cost the shop owners money every day, it is strictly enforced. Shoppers coming to the mall from other areas of Chicago can purchase, or rent, credichrons from any information booth. After filling out a short credit report, the shopper pays for the credichron, the processing fee, and money stored electronically in the device. These rental models are much like a certified check. The money has been stored within the credichron itself and can be deducted from the device by merchants in the Mall. Purchase of a rental credichron, however, quickly marks an individual as a member of the lower class. Not only are these devices relatively expensive, especially for the poor, but they suffer the same drawbacks as hard cash. They can be stolen and used by anyone else, they do not allow the user to receive a loan, and they are easily identifiable as the necessary tool of the have-nots of society. Although shop owners will readily accept them for payment, most secretly look down their noses at the individuals forced to use them.

profiles contain complete information on the worker's possessions and, if desired, New Edison can see if the worker is living beyond his means. If so, the corporation can take appropriate action as required. Credit counseling is usually mandatory for those in this situation, but if New Edison discovers the worker has more assets than his income should allow, the worker will be subjected to a complete credit and asset check. This procedure, patterned after IRS commando tactics of the late 20th century, can literally cost the worker his life if it is discovered he is dealing with the black market or has become involved in criminal activities.

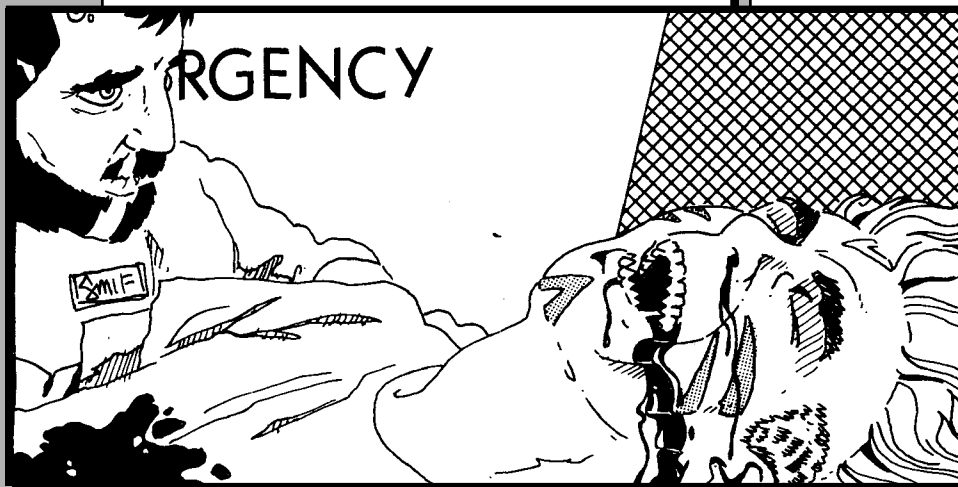
## MEDICAL

New Edison employees are provided with excellent health care while they are in the arcology. Built into every employee's credichron is a personal health status monitor. This monitor constantly monitors the worker's vital signs via probes located on the back of the dial. By pressing the medical button, a worker can check his pulse, body temperature, blood pressure, and respiration rate. Should one of these readings fall into a danger zone, the credichron immediately emits a signal to the nearest medical treatment center. Known as "Life Savers" by the arcology workers, these devices provide employees with an added measure of safety when in the arcology. Far from being sentimental about its work force, New Edison discovered this added feature was the cheapest method available to minimize worker absence and avoid costly retraining in the event of a worker's incapacitation. As seems to be the case with New Edison, however, workers have tended to focus on the good aspects of the device and have vocally sited this as just another way New Edison cares for its employees.

The medical industry is big business and New Edison has made sure they are included in the latest advances, despite little direct involvement in research and development. Health care centers of all types are located on virtually every level of the Mall. Most offer a wide range of services starting with simple emergency room care and running all the way to advanced cyber surgery. New Edison workers and Mall shoppers alike can receive expert medical care if they have the money or credit to afford it.

The most common facilities located in the Arcology Proper and the Mall are medical treatment centers, which operate under a number of different names. These facilities have the ability to take care of minor emergency cases and most of their business is from walk-in

customers suffering the effects of accidents or illness. Health counseling is also available at these locations for both physical and mental afflictions, but for long-term problems, most customers who can afford the price prefer to use the services of an independent professional.



The use of the credichrons is very important to New Edison. Not only does this payment and control method provide the corporation with up to the minute data on sales and transactions in the mall, it allows them to keep tabs on every individual's spending patterns. Worker

These independent counselors are usually trained in one or two specialties and are able to provide assistance to an individual attempting to overcome a specific mental or physical problem. Common specialties include weight control, body shaping and nutrition, psychoanalysis, bio-feedback, and stress reduction.

More advanced surgi-centers are located only in the Mall and provide the most modern surgical operations to those with an eye for physical improvement without the pain of personal development. Fitted with the latest equipment, these chrome and stainless steel facilities are show rooms for modern cyber-technology. The best and the brightest medical professionals eventually wind up in shops like these, providing the care to society's well-to-do. Most of the shops have the ability to work on four to eight patients at a time, staggering the operations with post-op recovery and surgical prep. Recovery rooms tend to be small, but private, with an attentive staff of nurses and, if required, cyber-medics.

One body bank currently operates in the arcology. The Andromeda Clinic on the Mall's eighth level is one of the few fully licensed body banks in the city of Chicago. Inspected monthly, the facility is under the constant scrutiny of both the city, New Edison and the Valris Foundation. Although the body bank industry has a very bad reputation for flesh peddling, the clinic has thus far managed to keep a good reputation and stay away from criminal charges. With New Edison permission, workers can acquire additional income by selling organs and blood to the clinic. The clinic, however, only performs organ removal. It is not equipped with the facilities or personnel to handle organ replacement. For advanced surgery of that type, patients must visit a surgi-center.

## 3.4 SECURITY & LAW ENFORCEMENT

Security was the prime reason for the arcology's construction. From the beginning, however, New Edison knew they would have to protect the production zones of the arcology, not only from the outside, but from the employees who worked inside. It is not surprising that the structure built on the cornerstone of paranoia has an excellent security system. If New Edison could find a way to make any security system, whether human or automated, economically feasible, it was put into the arcology's construction plans.

When a visitor enters the Arcology Proper, and to a lesser extent the Mall, it is hard not to notice the number of remote mini-cams. While it has never been cost-efficient to cover every square inch of the arcology, most areas warrant sufficient attention to receive at least one type of security device.

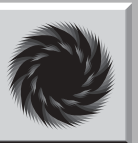
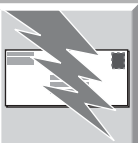
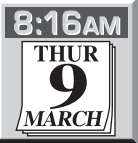
Cameras are, by far, the most cost effective method of monitoring the large amount of area. Every hallway, elevator, stairwell, and public room is under surveillance. This does not mean every move is monitored by the computer or a human guard. Again, it is not cost-effective to devote that much manpower, or computer

power, to areas which are unlikely to ever be involved in a security breach. Most monitors, therefore, are linked to remote motion sensors. When the sensor detects air movement which cannot be explained by the air conditioners, the camera kicks into life. Images recorded by the camera are passed directly to the central security processor, which encodes the images onto computer disk. These images are later scanned by New Edison Guards should the need arise.

Even with condensed filming, the amount of tape is simply too large for a human to process in an acceptable time frame. Even with a legion of guards watching the monitors, the delays in viewing could well render the security useless. To remedy the problem, New Edison uses their cyberspace security force to monitor the arcology monitors. This is the most common duty assignment for guardian net junkies. The guard enters the system and patrols his "beat" of security devices looking for anything out of the ordinary. The net junkie moves through cyberspace from the cameras; audio, motion, and thermal sensors; and workstations during his rounds. If the guard discovers anything suspicious on any of the devices, a physical team is sent to the site to investigate further. When cyberspace intruders are encountered, the corporation already has a force of defenders in the network to immediately intercept the invader. This ability to mass defenders, as much as the skills of the defenders themselves, is the reason for the legendary success of New Edison cyberspace defense. Few individuals outside of New Edison, however, realize the corporation's strategy for installation defense.

The Guards who patrol the corridors of the Arcology Proper and the Mall are as dedicated as their cyberspace counterparts. These individuals also have "beats" to patrol, but their areas overlap several cyberspace patrol zones. This prevents a potential intruder from easily bribing the cyberspace and physical teams from one area to gain access to a section of the arcology. With overlapping zones and alternate routes, intruders are never really sure which zones are covered by which patrols. Physical patrols usually consist of two New Edison Guards, although members of the New Edison Troop also perform this duty on occasion. Like beat cops two hundred years ago, these guards patrol their assigned area looking for trouble and responding to trouble calls. Guards are always in communication with Guards in cyberspace, as well as the Arcology Command Center, and the guards on duty in nearby zones. This constant stream of communications keeps the guards informed at all times of actions and events in the arcology. The ease of communications allows individual teams to cover greater areas than normal with greater efficiency. It also allows the guards of a particular zone to spend the time necessary to get to know their beat.

Members of the Guard are assigned a particular beat for a predetermined length of time, usually three months. During this time, the Guard is responsible for the safety and welfare of all the commercial zone businesses and residential zone apartments in his beat. Although this responsibility is technically only in force during the





guard's normal duty hours, many members of the Guard take it upon themselves to provide additional protection during their off-duty hours. Violent crime is seldom a problem for the Guard, but thefts, acts of vandalism, and black marketeering are fairly widespread. New Edison learned long ago that their employees, especially those who wanted to keep a clean record, were willing to confess to a member of the Guard, if they knew him or her personally. For this reason, the members of the Guard spend on and off duty time getting to know the people of their beat. This additional level of awareness has proved invaluable at other corporate facilities and it will doubtless prove valuable at the arcology as well.

In matters of civil law enforcement, the Guard has the first and last word. Although the Guard in no way acts as a judge in criminal matters, individual members are given a good deal of latitude in deciding where to draw the line between right and wrong. Because of the cultivated relationship with residents, the Guard can often accomplish simple tasks and prevent serious legal entanglements with a quiet conversation or private "personal interview." When the corporate law is broken, however, there is no question in the mind of either the residents or the Guard as to which side the guard is on.

The New Edison Guard is responsible for keeping civil order in the arcology, no matter how pleasant they may appear at any given time. Residents have been shocked on more than one occasion by the swiftness and brutality of Guard arrests.

Crime in the sprawl, and the arcology, is divided into two classes —

contract and federal. Since the demise of the major nations of the world, most criminal cases have become the responsibility of the corporations, which are most often involved in litigation. Contract crime has been defined by the Supreme Court as "any action which violates the rights or regulations of a corporation, or the member of a corporation." In most cases, the injured party presents evidence to the court that a contract, either verbal or written, was in effect and the defendant should be held liable for the fulfillment of the contract. The majority of these crimes are non-violent, although the corporate sponsored contract court has the authority to try and punish individuals found guilty of violent crime.

Contract court, as it is commonly called, is presided over by a judge who listens to testimony and renders a ruling based on the arguments of both sides. Judges, more properly called arbitrators, who sit on the Contract Court bench are retained by corporations to make judgments on cases involving their company. Although the arbitrator's employment by the corporation would seem to represent a conflict of interest, this is not the case. Although retained by the corporation, the majority of the arbitrator's salary is paid by the losing side in the case involved, which may or may not be the retaining corporation. Even in small claims cases, the loser can be saddled with a lifetime of debt should the case go against him. Contract law is the most complicated part of the legal profession as every corporation can register laws which are in effect on their property. Entire volumes of work, for example, have been written on New Edison and Universal Product law. Fines and forced labor are the two most common forms of punishment in contract law, although the court also has the power to place offenders in the Death Valley Free Prison (see the *Cyberspace* product of the same name).

Federal law involves all forms of crime which do not deal directly with contracts. Although this may seem like the larger portion of total crimes tried, this is not the case. The national government, which handles all federal crime cases, is poorly equipped to deal with the volume of cases presented to it every year. As a result, many cases which should be tried in federal court end up in contract court, either because of federal backlog or the request of the defendant. Only in cases of extreme violence are criminals placed into the federal court system without choice. Non-violent cases, or cases involving only moderate levels of violence, can be tried in the contract court at the choice of the defendant. Once turned over to corporate lawyers, however, the case begins to revolve around the damage to the corporation. The rights and responsibilities of the corporations and their workers are often the cornerstones of decisions in this system, even if the case has nothing to do with corporation. If minimal damage has resulted from the crime, the accused may be lightly fined and released to allow the court additional time for trying cases involving corporations. Once in the federal system, the government is responsible for going to the expense and effort of conducting a jury trial. At the trial's end the government must also deal with the results of the trial, whether the verdict mandates confinement at the Death Valley Free Prison or less extreme measures.

Most accused criminals involved in actions against New Edison receive a swift trial in the arcology, as is the custom for contract crimes. The accused is held in a Operational Zone detention center until the trial. The prosecutor, who is a member of the Valris Foundation Human Resources Department, states the case as presented by witnesses and members of the Guard. The defense, represented by a lawyer of the defendant's choosing, presents the case for the accused. A neutral arbitrator, who is retained by the New Edison Legal

## WORLD COMP

***DARING TRICKSTER  
SNORKELS IN VAT OF  
LIVE WORMS —  
MORTIFIED AUDIENCE  
LOOKS ON IN SICK  
FASCINATION***



Department, views the case and renders a verdict. At the arcology, crimes against the corporation which do not involve violations of federal law usually result in a moderate to severe fine and a period of required labor. Although New Edison is harsher than most corporations, employees and contractors have long learned to accept the harsh realities of dealing with the corporate giant.

### 3.5 LIFESTYLE

Living in the New Edison Arcology presents workers with a unique set of problems and difficulties to overcome. Although many of the fringe benefits are unavailable elsewhere in the world, many potential workers cannot stand the strain of living in the arcology. Unlike a "fruits and nuts" arcology, the only purpose of the New Edison arcology is the continued safe and efficient operation of the research and manufacturing which is done there. The company does not pretend to have any higher goals, and it does not attempt to mislead the workers into thinking life at the arcology is easy, because it is not.

Before a worker even gets a chance to face the pressure of life in the arcology, he or she, must secure a job with New Edison and pass a series of examinations, both physical and mental. The procedure is something like this. The potential worker applies for a job at either the Valris Foundation's Department of Human Resources, Hiring and Placement Section, or the New Edison Department of Production and demonstrates competency in his profession usually by passing a physical or mental test, depending on the desired position. If the applicant passes the first stage, he is physically screened by the Testing Section of the Valris Foundation for drug addiction, chronic illness, and general physical infirmity. If the individual passes, he is given his mental examination. After being strapped into an exam chair, the potential employee's skull is subjected to a brief neural bombardment of electrical impulses designed to simulate stress, anger, and fear. Employee reactions vary, but only those who manage to restrain themselves and maintain some semblance of composure are accepted. If the employee passes, he is in, but his family must pass the same tests, although they are administered with less exacting requirements. If one of the family members fails the test, the potential employee must decide to either abandon the family member or pass on the employment opportunity.

Once employed, the new worker contacts the Housing section to determine his assigned apartment. Deposits are paid for the apartment, furniture, appliances, and access hallways in advance. Moving arrangements are handled and the worker is given a corporate sponsor to assist in the transition to arcology life. This sponsor, a New Edison "volunteer" from the same residential zone, will usually help the worker move in and provide introductions to co-workers. If the worker, or any member of his family, is involved in any level of continu-

ing education, he registers at the Education Section and enrolls in the appropriate school. After a one month adjustment period the worker is contacted by the Quality Assurance and Counseling Section. If the worker and his family have adjusted normally, they are fully welcomed to the arcology and provided additional information on the arcology's assets and benefits. If things are not going so well, the counselors are authorized to take action as necessary, including mandatory counseling or therapy and restriction of privileges. These visits occur throughout the worker's career at the arcology and can happen as frequently as once per month or as rarely as two to three times per year. It all depends on the attitude and productivity of the worker. Unfortunately for New Edison workers, the scope and magnitude of problems facing the workers requires constant corporate attention, which only makes the problems worse. Workers often refer to the numerous mild forms of neurosis brought on by the most difficult, and all-pervasive, problems of the arcology as PCS Syndrome, or Privacy Control Space Syndrome.

The first and foremost problem with working in the arcology is the lack of privacy. While paranoia is a fact of life in 2090, arcology workers have discovered this attitude has been taken to the extreme with New Edison. It is standard operating procedure for all production zones and research labs to be monitored. Workers world-wide are used to having their every action monitored from 8:00 am to 5:00 pm, five days a week. It goes with the territory of working for the



8:16AM  
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9  
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major corporations. What takes some getting used to, however, is having that same level of attention focused on your private life. New Edison can not only tell you how close you were to your quota for the day, they can also tell you when you got up, how long you stood in the shower, and what kind of tooth paste you used that morning.

In addition to the video monitors which scan every square inch of the arcology, workers must cope with the fact their every purchase is recorded via credichron. Water and electricity is likewise monitored not only by usage per hour, but by what appliance used the utility. If you watch the video, you are helping compile the nightly ratings. Many of the workers cannot stand the strain and are forced to leave the arcology after varying lengths of employment.

Workers who manage to cope are heartened by the fact that there are no monitors in their private chambers (as far as they know). With the accuracy and quantity of information which can be compiled from cheaper sources, apartment monitors are not really required to give the corporation an excellent model of the worker's activities.

The second problem with working in the arcology is the absolute control New Edison has over every aspect of the worker's life. Not only do they own the worker's apartment and furniture, but they can strictly control what the worker is allowed to have in that home. Items seen as dangerous by either the Valris Foundation or New Edison can be confiscated by the Guard. Such items include anything explosive, most corrosives, harmful chemicals, most weapons, etc. Illegal items, which to many workers seem to be a requirement for a better life, are all but impossible to safely transport into the arcology, and even if the goods are not illegal, most workers find it difficult to acquire consumer goods outside the arcology in sufficient quantity, forcing them to buy either from New Edison and Valris directly, or from commercial zone vendors licensed by the Foundation. This control by New Edison and Valris has inadvertently caused a thriving black market to spring up among the residents of the arcology. Any new gadget, simnet, or food will often bring ridiculous prices in the arcology as workers attempt to exert some form of independence. Most are not crazy, however. The black market consists mostly of harmless items or devices only discouraged by New Edison, but not actually illegal.

Few workers are unbalanced enough to actually try to acquire anything illegal. It would probably crush the egos of those involved with the black market if they knew that they operated with the full knowledge and support of the Valris Foundation Human Resources Department. Long ago recognized as a mostly harmless method of relieving worker stress, Valris decided to get in on the action and is now a major supplier of goods.

The final problem of PCS Syndrome is the lack of space in the arcology. Although concentrated effort was made to give the arcology the illusion of greater space,

workers often feel closed in and trapped, especially those of the lower class. Most workers are allotted less than 60 square meters per family member in their apartment. Individuals living alone soon discover there is room in their home for little more than the New Edison-provided basics. Though not initially confining, most workers at the arcology seek promotion because of the better living space provided. It is true that rank has its privileges and at the New Edison Arcology privilege means the higher up you go, the better and more spacious the living conditions.

If a worker has the correct mental makeup and does not become afflicted with PCS Syndrome, there are still other things that can get on his nerves, but these are usually considered minor annoyances, and nothing to get too upset over. After all, the option to the arcology is life on the streets, which is a chancy proposition, even in the better corporate neighborhoods. Problems like stale or dirty air occur from time to time, especially on the lower levels. Shortages of consumer goods, especially food, while not common, have struck the arcology on several occasions. Other minor problems include blocked passageways, elevator breakdowns, partial power loss, quarantine zones, and posse recruitment. These last two occurrences are uncommon, but can occur when the arcology is faced with a serious threat.

In the event of widespread illness or disease, the Human Resources Department will place a residential section under quarantine. Armed guards in full chemical suits patrol the perimeter to keep the infected in isolation. When the disease has run its course, or the proper antidote has been manufactured in sufficient quantity, the section is reopened and the appropriate actions are taken, whether the action is carrying out the dead or treating the infected.

Posse recruitment allows any member of the New Edison Guard to temporarily recruit an arcology worker for armed forces duty. Although Guards are not supposed to place the worker's life in direct danger, this often happens. Most workers know to flee any site of conflict before a Guard team arrives on the scene. Stragglers can quickly find themselves in the middle of the action, fighting with the temporary underdog.

Most workers without PCS syndrome freely admit that, despite the drawbacks of life in the arcology, they are much better off than they were on the streets. They are generally safer from criminals and the quality of their food, water, and air is much better. Despite losing a certain amount of freedom, few, if any, of the "normal" workers would willingly go back to their old lives. It is not uncommon, in fact, for production workers to refuse promotions which involve a relocation, despite the better pay and advanced career opportunities. This general improvement in lifestyle over the average worker is, no doubt, the reason for the constant stream of applicants for the few openings available in the arcology. Chicago Sprawl dwellers and "corporate-wanna-bes" are literally killing each other to get into the arcology.



## CORPORATE CASTES

Although it is never mentioned except by the young (who do not know any better), there is a definite caste structure in the arcology. As rigid as any discovered in history, the corporate workers have made the arcology a sociologist's dream for investigating the lives of people competing for limited space and power. Each caste has its own spot in the local order of the arcology and even though some would be loath to admit it, all are equally necessary for the arcology's survival. Those of lower caste always defer to the members of the higher caste, no matter what the consequences.

The primary means of distinguishing caste is by an individual's annual income. Although this criteria would tend to indicate a class system, with the opportunity for advancement limited only by a worker's ability, this is not the case. The differences in income levels is simply too great and the worker's chance to receive the education and training required by the higher caste levels make this all but impossible. Even if the worker has the skills necessary for the caste above him, he will certainly not have the contacts and social network required to intermingle and gain acceptance. This is not to say that the worker cannot advance upwards. He is simply limited to a certain level of advancement. Once there, jealousy, and fear on the part of those above him will, stop his career path dead. Most workers, however, do not have the time and energy to worry about unlimited advancement up the corporate ladder. For them it is a constant struggle to keep from being pulled back down. If slow or unwary, they are quickly replaced by younger, more energetic workers from outside the arcology who step into their position and lifestyle.

At the top of the chain are the upper level managers and their families. These people live exclusively in the upper levels of the arcology and seem to consider it an inconvenience to even descend to the middle and lower levels of the Arcology Proper, no matter what the reason. These men and women have the power and money to do whatever they want, as long as it does not directly injure New Edison, the Valris Foundation, or the arcology.

Wretched excess is common in all phases of life for these people, many of whom seem to enjoy flaunting their power over the masses. Members of the Valris Foundation are especially powerful members of this caste, as they, to a large degree, dictate both arcology policy and social values. Individuals of this caste enjoy an upper corporate lifestyle and have little need to worry about material goods. Many are independently wealthy, having earned their money the old fashioned way, by inheriting it. Fortunately, there are few families at this level and they reproduce very slowly.

At the next level are the middle level managers and high ranking technical specialists. These workers spend most of their time on the job supervising the work of other managers and reporting to the top brass. They enjoy a host of benefits and perks from the Valris Foundation or New Edison and they work hard to maintain their comfortable lifestyle. They also spend a good deal of time looking down to make sure none of the members of their staff are making a move up the ladder too fast. These middle class corporate workers are comfortable, but many are still chasing that one last promotion that will elevate them into the upper class, not admitting, or even realizing, that it will never happen. The technical specialists of this caste often have quite a reputation in their field. They have access to the largest research facilities with the largest budgets and the biggest staff. Sometimes considered pampered by those around them, they are the workers most likely to develop breakthrough technology and New Edison knows it. Consequently, they are given what they need to keep the creative juices flowing.

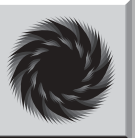
The third caste level is entirely comprised of the Military Division of New Edison. Composed of the New Edison Guard and the New Edison Troops stationed at the arcology on a rotating basis, these soldiers enjoy slightly higher status than they would in a normal corporate setting because of the tempting terrorist target presented by the arcology. These soldiers work long hours, but the pay is good by corporate standards. They are quartered in separate sections of the arcology depending on their duty, but where ever they are located, the barracks look the same. Most of the

Troops live near the outer sections of the arcology, while the Guards tend to be quartered nearer the Arcology Proper's center. Within the military, soldiers are separated by rank and training. Those with more experience and higher rank tend to have their units stationed nearer the top of the Arcology Proper, while new recruits are billeted at the bottom. The Guard Commander and the Troop Commanding Officer often enjoy privileges and benefits which exceed what is strictly entitled to them by their rank, but this, for the most part, depends on the personality of the officer and his willingness to provide additional security for the wealthy of the arcology.

## WORLD COMP

**WHITE DWARF BATTLES  
RED GIANT IN LONDON.  
APATHETIC RESIDENTS  
DISMISS SCRUM AS CHEAP  
PUBLICITY STUNT.**

**14 DIE IN RUSH TO ENTER  
NEWEST BATTLETECH  
CENTER. BT MOGUL ZAK  
WEISMAN DENIES  
RESPONSTIBILITY, CITING  
"ASSUMPTION OF RISK"**

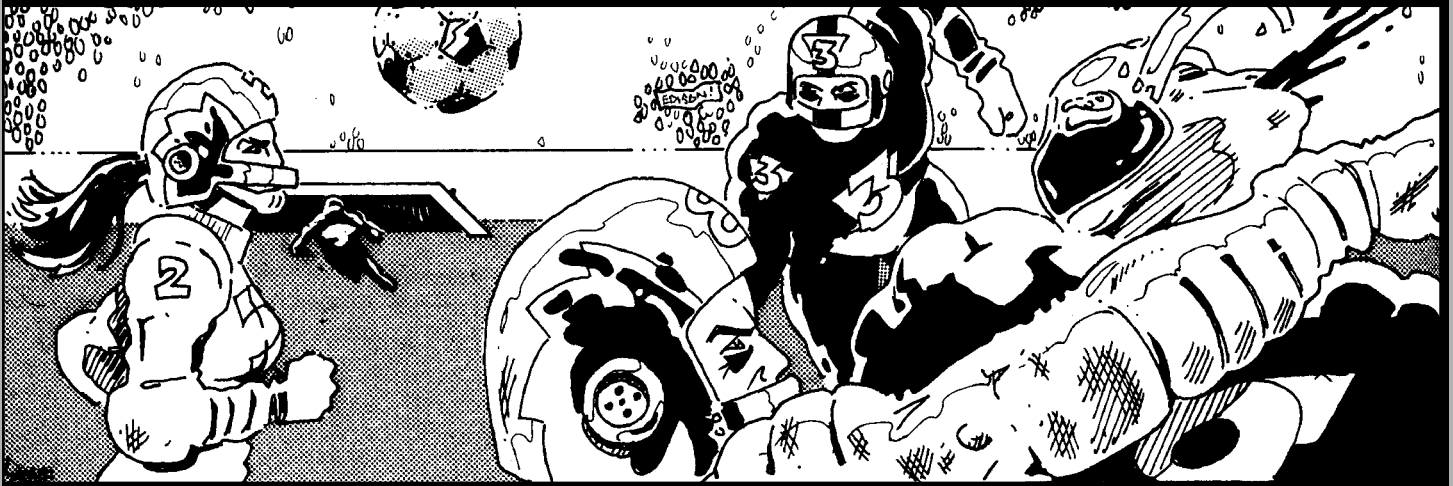


The fourth level is made up of lower level managers, clerical workers production staff, and shop owners who live in the arcology. These workers handle the millions of details required to keep the arcology operational. The largest caste in population, they compose the largest consumer market within the arcology. Most jobs filled by members of this caste require little formal training, relying instead on attention to detail and common sense. These lower-class corporate workers enjoy a better lifestyle than their counterparts outside the arcology and most consider themselves happy with their life. Although looked down upon by the higher ranking castes, they are truly the backbone of the arcology, responsible for making things happen. For the commercial zone shop owners and managers who are allowed to live in the arcology, life is a mixture of the good and the bad. Most managers or owners accept the privilege and live in the housing provided by New Edison. If the manager is transferred, his replacement moves into the same dwelling. This has led to terms such as the Walther House or the Neonike House to designate the apartment of the Walther and Neonike corporate manager at the arcology. Prosperous shop owners who live in the arcology can enjoy the stay as long as they are profitable and can afford the rent. If the business fails, they are booted out and the home is prepared for the next resident as needed.

apparel. This caste is only marginally better off than the typical upper class sprawl dweller. Maintenance workers live in the arcology, but in the smallest or least desirable sections. Shop owners have little more political or social power than the shoppers who jam the Mall every day. These corporate have-nots seem to consider themselves above the caste system, however. For the most part, they put little stock in the attitudes of others, preferring to get the job done, take their pay and go home to their families.

### 3.6 SPORTS

Chicago has a long history of supporting the sports teams of the City and fans of 2090 are no different. The Arena, located on the eastern side of the Mall, is packed nearly every night by fans enjoying a full array of professional and amateur sporting events. Most of these events, per the norm of the day, center around the more violent versions of historical sports. Most events are extremely violent, with nearly constant injuries and a great number of deaths. The advent of cybertechnology has only made these sports even more dangerous to the players. Armored players deliver and absorb greater amount of punishment than ever before, all to the delight of the viewing audience.



The fifth and final caste is composed of the shop owners who operate stores in the Mall, but do not live in the arcology, and the operations department maintenance workers. Most shop owners fall into this caste. Only shop managers or owners who provide a service which the Valris Foundation considers critical to the operation of the arcology occupy the fourth caste, all others fall to the fifth level, which is the lowest caste. Critical operations and services include the areas of weapons, food, electronics, medical, banking, and cybernetics. Other areas can be included in the fourth caste, but this is usually on a per company basis, such as inclusion of Dow for chemicals and Neonike for

At the Arena, betting is not only allowed, it is actively encouraged as a means of getting the fan involved in the action. In addition to betting on the final outcome of the engagement, fans can bet on individual and team statistics, the score at various times during the match, and the results of individual match-ups if the event involves a team sport. Odds are posted throughout the games, allowing fans to increase the size of their bets and even wager on other teams.

## INDOOR ARMORED SOCCER

Armored soccer is an outgrowth of indoor soccer, hockey and arena football. Although the game essentially remains indoor soccer played with a metal encased inflatable ball, the rules for equipment and engagement have been all but removed allowing for frequent individual confrontation. Players are only allowed to touch the ball with their heads or their feet, but individuals are freely allowed to contact members of the other team in whatever manner seems appropriate. A match, or game, is often a bloody affair, with most teams unable to field the allowed nine players by the end of the second period.

Each team fields a nine man squad with six players held in reserve. A player can be substituted only once, so if a player is forced to leave the field, he cannot reenter during the match. Positions include forwards, midfielders, defensive backs, and a goalie. Teams often include specialized positions depending on the coach, such as striker, fullback, halfback, and rovers. Most teams play either a 3-2-3 or a 3-3-2 alignment, with three forwards, two or three midfielders, and two or three defensive backs.

Protection and allowed cybernetics vary according to a player's position and the skill level of the team's league. In professional play, forwards, especially those designed to be strikers, wear padded uniforms, protective boots and a simple kevlar helmet. These players are normally equipped with cyber fastlegs, nerve boosters, and eye/foot coordinators. Midfielders, including halfbacks and rovers, are equipped with shoulder pads, football-style helmets and protective boots. Players at these positions tend to have the widest range of cybernetic options, although fastlegs, quicklegs, fast-hands, eye/foot coordinators, nerve or adrenal boosters, and additional or improved adrenal glands are the most common. Defense backs are usually the best protected players on the field with full body armor, oversized shoulder pads, padded pants, spiked gloves, protective boots, and helmets. Fullbacks, although technically listed as defensive players, usually wear lighter gear to provide extra speed and support for the offensive unit. Defensive players frequently have fastlegs, stronglegs, body plating or subdermal padding, pain-blockers, and nerve or adrenal boosters. Goalie gear is strictly the choice of the team and the individual goalie. Although any gear is acceptable, most goalies choose to wear lighter padding to provide the quickness required; however, some teams choose to outfit goalies in complete defensive gear. No matter what the uniform, it has become standard practice for all goalies to wear a war mask, which is usually associated with the team's name. These masks are often works of art, as well as fully protective helmets.

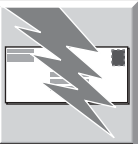
The New Edison sponsored team, the Titans, is one of the few successful combat soccer teams in the midwest and as a result, interest in the team has remained high, despite several heartbreaking seasons. The fifteen man squad is coached by the controversial maverick, Josh Kincaid, a long time star of the New York Red Devils team. To say that his team is a mirror of his own style is a vast understatement.

For the last five years the Titans have lead the league in penalty minutes, infractions, injuries, and kills. The robust, and often illegal, style of play is mandated by the outspoken coach, who is still famous for his occasional assaults on league referees and time keepers. The Titans have finished at the top of their division for the last three years, but have fared poorly in post-season play. In the '87 season they ended the year six points in front of the St. Louis Pit Bulls, only to be swept in the first round of the tournament by eventual winner New York. In '88 the team continued their winning ways during the regular season with the addition of all-star striker Haakon Rolevag. Led on and off the field by the flashy scoring leader for the league, the Titans won the division handily and defeated the Serendipity Crusaders in the first round of the playoffs two games to one. The season came to an end, however, in the second round of playoffs on what has become known as "the slash." Tied at one game apiece with only minutes left in the final game, Red Devil captain Eli Ackenbarch cut down Titan goalie Tim Haynes and sent the ball into the net with a cyber assisted scissor-kick. Although technically illegal, the play was allowed after the referee was assaulted by Kincaid. The '89 season ended on a similar sour note for the Titans who reached the finals with only one loss in post-season play. Facing the surprisingly powerful Vancouver Razor Hawks in the series final, the Titans fell in two quick games. The body count on both sides was high, but for the Titans these casualties came from their starting players. Forced to substitute early in both games, the Titans could not keep up with the speedy Hawks.

The 2090 season promises to be another good one for the Titans according to league forecasters. Rolevag will return to play with an upgraded set of cyberlegs, as will Tim Haynes. As this is the option year of Coach Kincaid's contract, analysts predict a no-holds-barred assault on the league championship.

## New Edison Titans

**Coach:** Josh Kincaid  
**Striker:** Haakon Rolevag  
**Striker:** Uther Van Bachen  
**Forward:** Winston Peters  
**Midfield:** James Ringate  
**Midfield:** Alistair Facken  
**Midfield:** Ivan Rasshammi  
**Fullback:** Daniel Graybar  
**Fullback:** Chris St. Matthews  
**Goalie:** Tim Haynes  
**Reserve:** Fulton O'Jaynes  
**Reserve:** Oscar del le Croix  
**Reserve:** Tashi Keisodo  
**Reserve:** Kelven Tartar  
**Reserve:** Christian Macoway  
**Reserve:** Peter Paul Wight





**COMBAT BASKETBALL**

Combat basketball is, by far, the biggest event at the Arena, drawing over 600,000 fans every year for the professional games alone. The hometown Marauders have been an annual success story, finding ways to win in even the most difficult situations. When the Marauders are in town, the Mall is alive with activity. Enheartened by the team's string of successes, the Chicago Sprawl dwellers are among the most avid and knowledgeable basketball fans in the entire United States. This is a fact they don't mind proving to visiting fans (in a very physical manner). In addition to the formal rules of dress and conduct, teams each follow their own set of customs and practices to add flavor and pageantry to the sport. The stronger the tradition, the stronger the fan's enjoyment and the stronger the enjoyment, the stronger the profits, which is the entire reason for the sport in the first place. Combat basketball is a sport bound with tradition.

Combat basketball remains one of the few sports which does not allow cybernetic enhancement of players, although physical conditioning, drug enhancement, and genetic manipulation have made the sport an occupation for only the toughest of street brawlers. The sport is played on a traditional basketball court with an eleven foot basket at each end. Both teams field a squad of five, two forwards, two guards, and one center, with an additional six players held in reserve. All players wear light body armor uniforms with a helmet and form-fitting scoring pads over the hands, elbows, knees, and feet.

In addition to points received for shooting the ball into the hoop, which is good for two or three points depending on the range, the player with the ball is allowed to score additional points by striking the torso and head of opposing players with one or more of the scoring pads. Likewise, the man with the ball can be targeted by the opposing team, allowing the defenders to score points by attacking the ball carrier. Shots to the torso score one point and attacks to the head score double. Fouls are called on players who attack areas other than the head or torso, or who attack in an illegal manner (such as holding, biting, head butting, or gouging) or against a player without the ball.

The Chicago Marauders have enjoyed increased success over the last five years, especially since a rules change allowed attacks with the ball (although the tactic scores no points). The first team is lead by Nathan "Tiny" Huburt, the center of the team and scoring leader. Tiny has one of the largest followings in the country, and his personal wealth has increased dramatically in the last two years after a string of personal endorsements for objects ranging from cars to personal weapons to sporting goods. Shy and awkward when off the field, Tiny speaks with a pronounced stutter, but at his size few, if any, have the audacity or courage to poke fun. Per tradition, Tiny wears an especially ornate helmet during the game. This item serves to identify him as the captain and standard bearer of the team.

Each of the thirty-six teams of the professional league have the same types of traditions. All thirty-six team captains wear the traditional ornate helmet and each team carries a war banner to every game, although the significance of that banner varies greatly from team to team. During the pre-game warmups at all Chicago events, Tiny carries the Marauder banner through the Arena. This silken flag displays the team's history, championships, the designs for notable games, and players' crests. Much of the team's pride, for good or bad, is focused on the banner. Its loss or destruction would be a severe blow to the Marauders. Other league traditions include wearing award patches on a player's uniform. These awards are given to players by the league at the end of the season for a variety of reasons including: most points, most kills, most baskets, MVP, best defenseman, rookie of the year, etc. These awards are given in addition to the badges awarded to championship teams.

In Chicago, the wearing of these badges is a matter of personal honor. While some look at it as an egotistical practice, the players and most of the fans enjoy the practice immensely. Badges are worn on the left breast, helmet, and right sleeve, depending on the award. Given the team's successes, the uniforms would quickly become more badges than fabric, if the team did not display only the most prestigious of awards.

**Chicago Marauders**

**Coach:** Jacques DeMemmit

**Forward:** LaVerne Morrissey 303 lbs 6' 8"

**Forward:** Jackson Alvarez 300 lbs 7' 0"

**Center:** "Tiny" Huburt 325 lbs 7' 2"

**Guard:** Maxwell V. Watson 278 lbs 6' 10"

**Guard:** Everson Bateman 298 lbs 6' 10"

**Reserve:** Henry J. Jackson(F) 280 lbs 6' 9"

**Reserve:** Manuel Cortez(F) 293 lbs 6' 10"

**Reserve:** Ivan "Ironman" Mazz(C) 305 lbs 7' 4"

**Reserve:** Chester Boldman(C) 315 lbs 7' 0"

**Reserve:** Richard Simpson(G) 295 lbs 6' 9"

**Reserve:** Anthony Zahn(G) 285 lbs 6' 10"

**RAKING**

Although one of the most popular sports in the world, raking is only now beginning to enjoy the financial backing and fan support in the Chicago Sprawl it has always enjoyed in other parts of the world. Although there are a wide variety of teams competing, sponsors historically have not backed the sport in Chicago the way they have in other cities. Players, managers and long time fans agree, however, Chicago is on the verge of raking mania and they look forward to the results with a mixture of excitement and greed. There are two forms of raking, individual and team. In individual raking one member of the team rides his motorized skateboard

around a looping track, attempting to score points by being the first to pass a series of checkpoints. Additional points are scored if the rider can injure his opponent by attacking with a set of metal claws which are strapped to the back of one hand (a rake). Players must maneuver around both obstacles and the opponent to be victorious. In team competition, six members of the team take the field at the same time. All members of the team are claw-equipped and can score points for wounding opposing players, but only one member of the team can score points for passing the checkpoints. In both forms of raking there are few rules. As long as a player stays on his board, he or she is "legal" and can score points or be scored on. Other than this one rule, anything goes.

The Arena sponsors a weekly series of fights with a wide variety of club teams competing for sponsor-provided prizes and cash. Most of these club teams consist of a stable of young men and women who ride their motorized skateboards against similarly skilled teams. There are three classes, with players seasonally ranked according to the results of the last season's matches. In Chicago there are three seasons per year, each three months long with a one month break between each season. Most rakers ride once per week, but some play as often as fifteen nights per month. Competition is fiercest among Class A rakers, with the other two classes serving as training circuits for the main class. Although prizes are awarded for victories in all classes, rakers

agree the only class that even covers the cost of the medical bills is Class A.

Raking is one of the few sports where men and women are allowed to ride together in the same matches or play on the same teams, which provides women with yet another opportunity to prove their mettle versus the men.

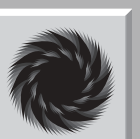
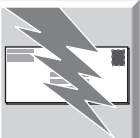
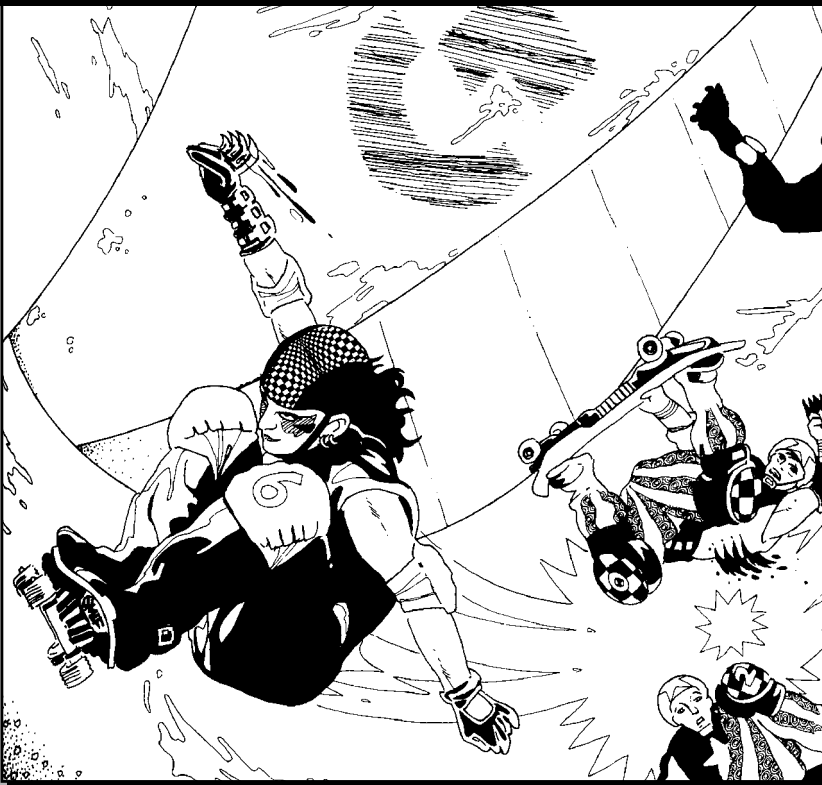
During the season, the Arena hosts raking every Monday and Thursday night. The skate card differs every night, so spectators never know what they will see until they get to the Arena. Class C and B runs usually start at 7:00 pm and can last as late as 10:00 pm, when the Class A players take the track for matches which can last as late as 1:00 am.

Raking has gained a reputation for being a sport with a great deal of audience participation. Betting is encouraged among spectators and raking remains the only sport allowed in the Arena where spectators can actually bet among themselves, without Arena staff control. Visitors are actually encouraged to make their own odds and bet with visitors in their area. Most of these bets are of a small nature, however, as few spectators want to engage in heavy betting with individuals whom they do not

know well. For larger amounts of money, gamblers can go to the ticket windows to place money on their favorite competitors, and like the horse races of old, these big money fans spend a great deal of time checking out the attitude, conditioning, and skills of the players they bet on, or against. Such fans are common sights in the dressing rooms prior to the nights matches, as they walk through the area looking for the first sign of fear or the glint of determination.

Equipment is also very simple. Players usually wear a brightly colored uniform which may be padded at the elbows and knees, a helmet, and a single claw. Armor is not allowed, except for the helmet and reinforced shoes. Raker boards are usually custom built by the riders or by other members of the team. Rakers literally live and die by the quality of their boards, so they take loving care of their equipment at all times.

Cybernetics are not very common among rakers, mostly because of the economics of the sport. Prize purses, even in the larger cities, are not large enough to provide the type of cybernetic enhancement required to make a difference in the sport. Most players, therefore, save what little money they receive from winning to provide a savings when they retire from the sport.



### ROBOXING

Roboxing is the gladiatorial sport for the new age. Chromed and organic challengers face a wide variety of robotic opponents in a fight to the death. Roboxing has won the instant approval of the fans in the Chicago Sprawl because of the variety of the sport and the constant carnage of the matches. Not only can the quality and weapons of the challengers and robots change, but the Arena itself can be altered for a range of tactical possibilities.

In most competitions, a single gladiator or allied group will challenge a single robot. Combat is usually to the death, although the fans at the arena can save the life of an especially gallant challenger by electronically voting "thumbs up." Every seat in the Arena is equipped with a voting baton which is linked to the master robot control center high above the surface of the Arena. If a challenger appears to be on the verge of death, a significant number of "thumbs up" votes will cause the robot to shut down. Gladiators in Chicago must fight especially well, however, as the fans of the Arena are well known for their unforgiving voting policy.

The challengers in Roboxing are professional fighters, except for Sunday, which is amateur night. Most have been trained in some form of armed combat, usually by one of the Megacorporations' military branches. Though their tales are different, most have come to the arena after discovering they didn't have the skills or inclination to do anything else but fight. The pay for professional gladiators is very good and a string of successes can easily provide a fighter with a life of luxury for the remainder of his life, providing he knows where and when to bet. In most engagements the fighters are only allowed melee weapons and their cybernetic enhancements. Gladiators are never told what type of opponent they will face or the abilities of a particular robot. Most do not even know whether they will fight on a team or alone until they walk out onto the floor and hear the call of the announcer.

The equipment of the challengers varies from match to match. Although the equipment of the gladiator is his personal property, officials of the Arena frequently disallow some types of equipment to make the match more interesting. Gladiators must trust their managers to represent them fairly prior to the match and fight for the weapons necessary to stand a chance of winning the bout. Most fighters prefer a certain type of weapon, but the actual characteristics of the weapon can change from fight to fight. Standard, non-powered versions are rarely used. Most weapons are energized to some degree, depending on the preferences of the gladiator and all are designed to take full advantage of any cybernetic enhancements. Armor is occasionally restricted in the same manner as weapons.

The robotic opponents come in all shapes and sizes. The current vogue dictates the robots should be heavily customized to look like chromed animals and monsters, though this is not always the case. The robots of the Arena are sponsored by various military suppliers who build the robot and provide it to the Arena for free product testing. The results are, therefore, highly varied. The crowd favorite, however, has always been Black Fang. The chrome robotic dragon has fought over ten times, successfully dispatching each team of gladiators with only minimal damage to itself. Unlike the other robots of the Arena, Black Fang's sponsor is unknown. Rumors of the robot's sponsor and the specifics of the design abound, but as yet nothing has been proven. The team that can take the dragon, however, could retire in style on the Arena sponsored purse, to say nothing of the income received from a few carefully placed bets.





## 4.0 INSIDE THE ARCOLOGY

The Chicago Arcology is one of New Edison's most stunning achievements. Designed for protection and production, the mammoth structure accomplishes both of these goals and gives the corporation a show piece to display to the rest of the world. The arcology is divided into two primary sections, with each section further divided into smaller parts. The smaller of the two sections is the Mall. This section is the area most often visited by outsiders. The second section is the Arcology Proper, which is much larger than the Mall. This section houses all of the residential, political, industrial and corporate areas of the arcology.



**4.1 THE MALL**

The Mall was originally designed to provide for the needs and wants of the workers living in the arcology, but it quickly grew to become the most recognizable part of the arcology to those living in the Chicago Sprawl. At eighteen stories, it is easily the largest shopping facility in the entire sprawl. Over 1,400 stores, restaurants, and business are housed in the massive structure. Although many names for the shopping complex were discussed by the New Edison board of directors, nothing was ever decided and it was simply called the Arcology Mall. When the final dimensions were decided, however, and news of the scope of the project were given to the media,

it quickly became named The Mall. Nothing else could describe the sheer size of the structure.

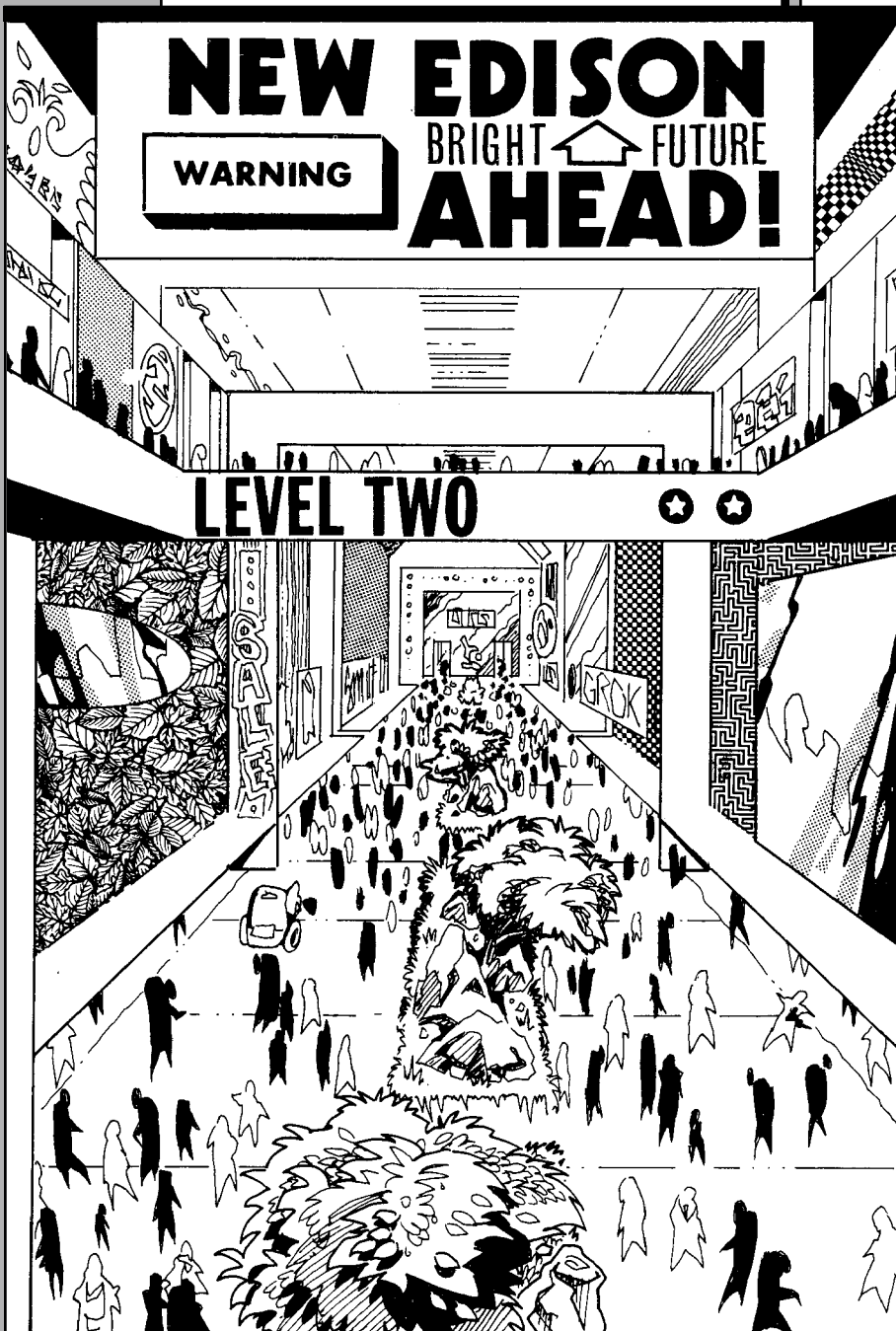
From the outside, the Mall is very impressive; a towering architectural marvel with black mirrored plexiglass surface. The three sets of doors on the front are dwarfed by the size of the structure. Atop the structure is a four-story Holovision display, which blazes with either the New Edison corporate logo or an advertisement for one of the Mall's larger stores.

Beneath the Mall is an incredible semi-secure ten-level parking maze with innumerable elevators taking consumers up to the Main Gallery. Access is by exits from the highways on all sides of the Arcology grounds.

Inside the Mall, visitors will find a bewildering array of shops, vendors, offices, and services. Although knowing where to look can be difficult, the Mall has earned the reputation of being able to provide whatever a customer wants. Price is, of course, an object to be considered. Although the Mall itself never closes, most of the shops and business are open for only twelve to sixteen hours per day. Access to the Mall is more difficult during the night, but resourceful patrons can usually get into the Mall if they want to bad enough.

The Mall is designed to be everything the residential section of the arcology is not. Wide open spaces with an array of walkways, glass elevators, and overlooks abound on the lower levels. Plants and flowers of every kind grow along sidewalks and in meeting areas. When a visitor enters by the front doors, he enters the Main Gallery. Comprising the bottom twelve stories, the Main Gallery is designed to give the impression of wide open space, alive with plants and people. Shops line the walls of the various levels in differing configurations. From the main level, visitors can take elevators, escalators, or walkways up to the different floors. Overhead, the Loop enters and leaves on the fifth floor, passing over the heads of visitors on monorail lines.

Although the Mall was designed to provide visitors with an escape from the confines of sprawl or arcology living, space is at a premium. Everywhere a visitor looks there is something different to see. Because knowing where to go in the Mall can be confusing, even to experienced shoppers, the Mall is divided into zones, as well as levels. A zone is usually composed of similar shops or businesses which have been grouped in the same general area. Zones can be as small as a dozen businesses on one level to the massive Garment Zone, which spans the northern third of the Mall on six levels. Because of this vast array, electronic information booths are located throughout the Mall, providing shoppers with instant computer-assisted directions to the shops or zones.





The top six levels of the Mall are open only during the day, from 9:00 am to 7:00 pm. Many of the more successful shops have company offices on these levels to handle the computer work required to make their businesses successful. Professionals such as lawyers, doctors, bankers, brokers, etc., are common on these levels, existing to serve the needs of the corporations located within the Mall. Office space for these independents is fiercely contested. Rent is astronomical, but for the up-and-coming, it is the place to be.

Every business located in the Mall must be licensed by the Valris Foundation to remain in operation. Licenses are obtained from the Human Resources Department, Section of Revenue and Licenses which issues the permits as space becomes available. While these operating permits are little more than a formality in many malls, they are carefully monitored by the Valris Foundation as a means of tracking merchants and customers alike. Any corporation with the money to afford the permit can, technically, operate in the Mall. It takes a certain level of business expertise, however, to navigate through the bureaucracy of the Valris Foundation and actually obtain the correct permit.

The issued permits are considered standard business contracts, but many would-be Mall merchants are surprised by the language of the contract. In the standard contract, which is used for all new businesses and most renewals, the Mall retains all rights of property in the store, which is leased back to the business in return for the monthly rent. Businesses which fail to make their monthly rental payments default on the contract. Businesses in default are denied access to their rental space and all goods therein. Under the terms of the contract, therefore, a single late rental payment allows Valris to cancel the contract, seize all inventory, and rent the space to a new client. This practice is used with alarming frequency on small businesses struggling to survive at the arcology. Larger or more prestigious clients are often given some degree of leeway, usually in the form of a rental payment extension which includes appropriate penalties and interest fees for the money owed.

## LEVEL ONE

Level one is the main entrance to the Mall, and is normally the primary entry point for visitors. Shoppers enter from the east by one of the three sets of main doors. After passing through a small airlock area, the shopper enters the Mall.

First time shoppers are usually overwhelmed by the size of the Mall. Levels one through twelve of the Mall are wide open, providing unrestricted vision to the top. The array of catwalks, elevators and escalators transfer people all over the Mall amid the lights and sounds of the shopping center. Stores and shops are distributed along the wall of the Mall, although there are a substantial number of vendors with tables set up in the walkways and corridors. The first vendors a shopper is likely to see in the Mall are the numerous bank processing

centers. These centers are staffed with one or two bank employees who process sprawl dwellers' requests for temporary credichrons. Individuals without this essential piece of equipment discover they cannot purchase anything in the Mall, as all cash transactions are illegal.

This level serves mostly as a meeting place and through-way for shoppers. Only the most successful businesses can afford the monthly rent on this level. Most stores located on the first level are either large, selling multiple products like the department stores of one hundred years ago, or very small, selling unique items to a select clientele. In the center of this level is the Grand Plaza, a collection of smaller shops primarily devoted to selling food and drink. These shops tend to spring-up overnight and disappear just as fast. In the center of these shops is a large communal dining area. Although food quality varies from shop to shop, as well as from day to day, many of these fast food establishments are actually quite good. In the Grand Plaza shoppers can find food of every type with nearly every culture represented by at least one business.

On the west side of the first floor is the main entrance to the New Edison Arena. This sports pavilion seats 22,000 with a playing surface which can be configured for a variety of sports. This is the home of the New Edison Titans Indoor Armored Soccer team and the Chicago Marauders Combat Basketball team. Other popular sports hosted by the arena include roboxing, raking, hockey and a wide variety of less lethal amateur sporting events.

## Notable Businesses and Zones:

### Grand Plaza

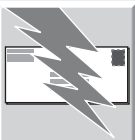
The Grand Plaza is a collection of thirty-six small food vendors who sell their products near a large eating pavilion. These shops are among the first to open in the morning and always the last to close. Patrons stand in line for their food and eat at one of the numerous communal dining tables. Many shoppers, tired from the day's activities, chose to rest and relax in this area, making it one of the most convenient meeting areas in the Mall.

### Arena

A 22,000 seat sporting pavilion located on the east side of the Mall. Though part of the Mall, the Arena has separate entrances which allow it to operate with some level of autonomy. It is open for some type of sporting event every night.

### Department Stores

**1. Gunderson's:** The largest and best-maintained department store in the Mall, this store is three levels tall. Goods sold here are among the most expensive in the Mall, but many consider the quality worth the extra money. Gunderson's carries their own lines of clothing, appliances, and weapons, as well as several name brands.



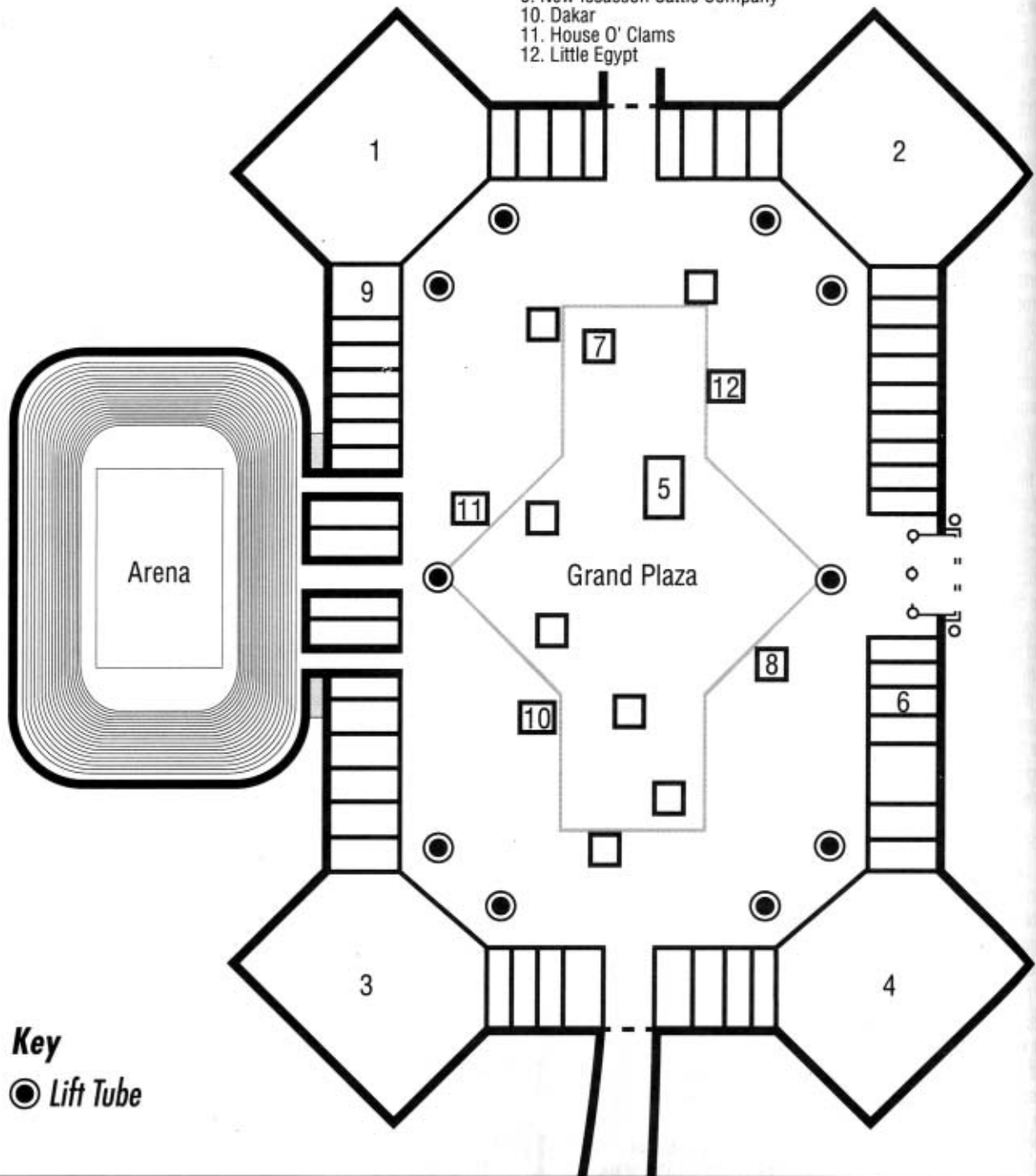


**NEW  
EDISON  
MALL****Level 1****KEY:**

1. Gunderson's
2. Drago & Draco
3. Whitman Howell
4. Bordmas Brothers
5. Gino's Pizzeria
6. Nate's All Natural
7. Smoking Ribs
8. B.K. Lounge
9. New Issacson Cattle Company
10. Dakar
11. House O' Clams
12. Little Egypt



1 inch equals 50 meters

**Key**

● Lift Tube

## NEW EDISON MALL

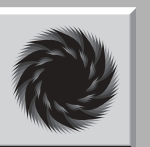
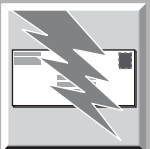
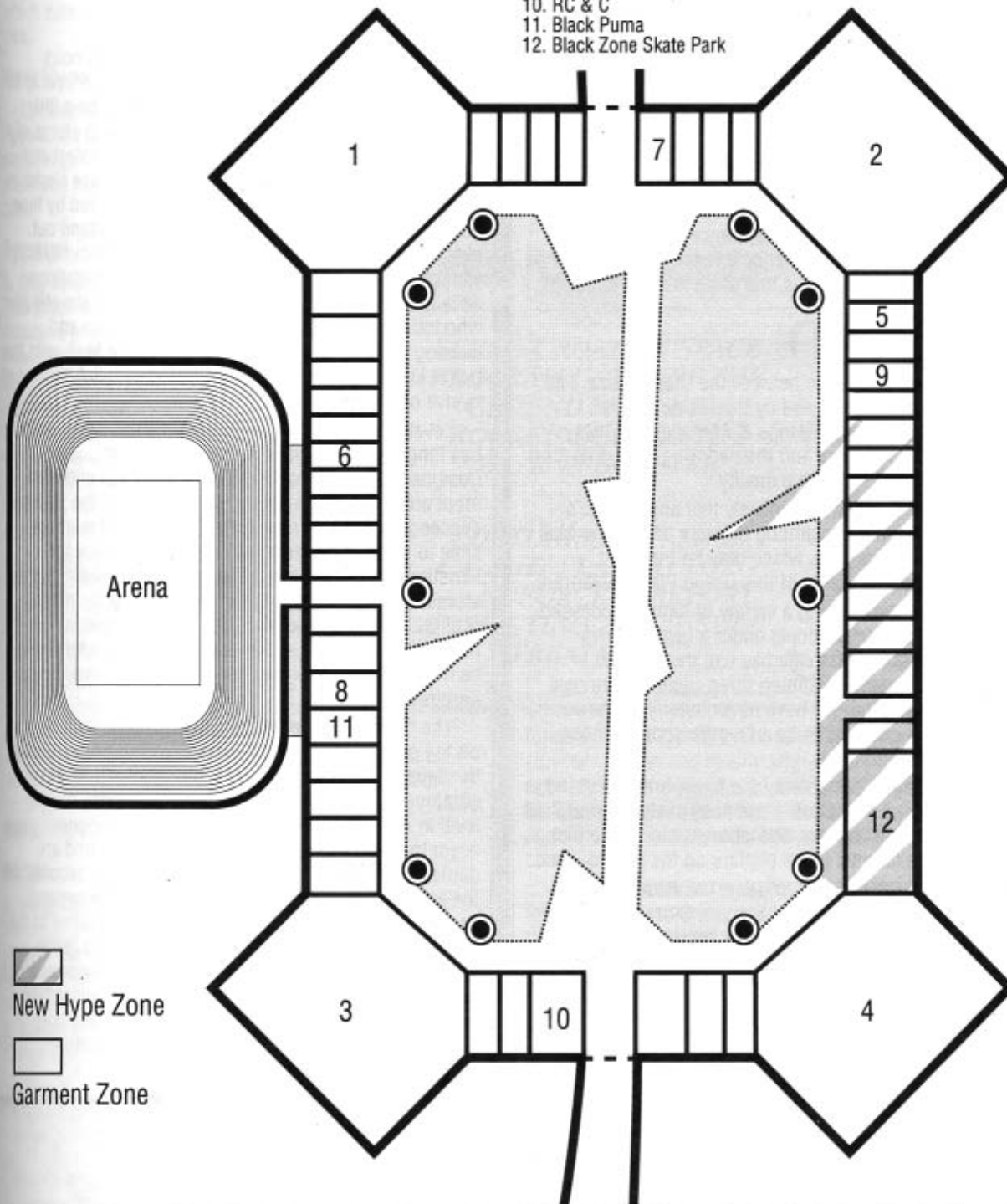
Level 2

### KEY:

1. Gunderson's
2. Drago & Draco
3. Whitman Howell
4. Bordmas Brothers
5. Day One
6. Thrashers
7. Black Flag
8. Neonike
9. Buster's
10. RC & C
11. Black Puma
12. Black Zone Skate Park



1 inch equals 50 meters



**2. Drago & Draco:** A smaller two level store with an appropriately smaller selection of items. This store provides lower cost goods under a variety of labels for upper class sprawl dwellers as well as the factory workers of the arcology.

**3. Whitman Howell:** This three story department store survives, and even manages to make a profit, by selling the cheapest goods it can find at rock bottom prices. Every sprawl dweller knows Whitman Howell and shops there as often as possible. Something of an institution in Chicago over the last thirty years, they have, for unknown reasons, declined to expand to other cities.

**4. Bordmas Brothers:** The two levels of the Bordmas Brothers department store are packed with small independent stores which sublease space from the Bordmas family. These small vendors sell a variety of goods under license. The department store provides basic services in return for a percentage of the profits. The giant "BB" over the main entrance to this store is often referred to as the entrance into the mini-mall, since that is essentially the image this store is attempting to present to consumers.

### Food

**5. Gino's Pizzeria:** In the heart of the Grand Plaza, this store is one of many owned by the famous Gino's Sprawl (see *Sprawlgangs & Megacorps*). Always full with gang members and their adoring girls, this store serves food of questionable quality.

**6. Nate's All Natural:** It is unlikely that any of Nate's food is natural, but it is among the very best in the Mall and it has a natural look, which may be the most important thing to clients of this Grand Plaza restaurant.

**7. Smoking Ribs:** Serving a variety of highly processed meats and soybean products under a heavy brown sauce, this Grand Plaza cafe has had the dubious distinction of fatally poisoning three clients in the past twelve months. Charges have never been filed, however, and the cafe continues to be a favorite spot for those with truly jaded tongues.

**8. B. K. Lounge:** Undoubtedly the finest breakfast food in the Grand Plaza, this kiosk's business peaks around 7:30 am. as corporate workers and laborers stop by to pick up one of the famous bagel platters on the way to work.

**9. New Issacson Cattle Company:** Located near the entrance to Gunderson's Department Store, this restaurant actually uses real beef in their products. The restaurant's rough hewn, bunk house atmosphere has succeeded in maintaining long lasting appeal to the numerous corporation executives who frequent this spot.

**10. Dakar:** Though small, this Grand Plaza kiosk has managed to stay in business since the Mall's opening. Their single menu item is stew, which comes in a large plastic bowl with a side of soda crackers. The actual contents of this stew change daily, but frequent diners to Dakar are quick to point out the quality is always excellent.

**11. House O'Clams:** As the name suggests, this restaurant serves nothing but clams. Located near the Arena entrance, this kiosk is supplied by numerous fishermen throughout the United States.

**12. Little Egypt:** Serving "A slice of the middle east right here in Chicago," this kiosk in the Grand Plaza has closed and reopened six times since its original founding five years ago. Although the offerings are not truly of middle eastern origin, the patrons do not seem to mind.

### LEVEL TWO

This level houses the lowest level of the famous garment zone. Stores of this level are aimed primarily at the young; consequently, this level tends to be a little noisier than other places in the Mall. Clothing stores of this level pride themselves on providing the latest and greatest fashions from around the world. Sales clerks from the stores of this level are easily identified by their outrageous clothing and hair styles, which stand out even in the expressive society of Chicago. Security is especially tight on this level, although confrontations have become increasingly common. Most of the children who loiter in this section during the afternoon and evening graduate to the upper levels of the Mall, with the better known arcology gangs, when they reach the age of twelve or thirteen.

Level two is the home of the New Hype Zone, which has long been the center of the action on this level. Designed to provide children with harmless entertainment and a keen fashion sense, this area of the Mall has succeeded almost too well. On most days it is impossible to move in the zone as small bodies pack the simstim parlors and hang out near their favorite clothing stores. Businesses in this zone are among the most profitable in the entire Mall, but it takes a special kind of merchant to operate in this zone and many who would be millionaires are simply not up to the demanding tasks required to succeed.

The four department stores, whose main levels are on the ground floor, all provide access to their stores on this level too. Private security personnel are often employed to watch over the stores' entrances on this level in the wake of recent vandalism. The younger gangs seem to take this as some sort of challenge and are gamely trying to beat the department stores' security. On the east side of this level is the access to the second level of the Arena, which provides direct entrance to the box seating and press booth cubicals. During game nights, numerous small vendors will push food carts into the area and sell their goods to the more affluent fans entering on this level. This makes the area very congested in the evening, making security even more difficult.



## Notable Businesses and Zones:

### Garment Zone

This is the largest zone in the Mall, spanning six levels. Stores in this zone provide every type and style of clothing or accessory imaginable. Stores of this level are primarily aimed at providing goods for infants, toddlers, and the younger crowd (ages 4-13). Scattered throughout these stores are a number of avant-garde boutiques which cater to clients of all ages seeking a more radical look.

### New Hype Zone

Located along the fringes of the garment zone, New Hype is the home of numerous arcades and juvenile simstim parlors. Packed with children during the late afternoon hours, this zone is alive with sound, light and color.

### Apparel

**5. Day One:** Infants and toddlers clothing. This small store carries only the most exclusive product names making it one of a handful of stores with the necessary snob appeal to cater to the executives of the arcology.

**6. Thrashers:** This large store attempts to embody the spirit of thrashing in all its forms. Part clothing, part music, part skate boarding, this store, and the products it sells, is considered necessary equipment for the properly outfitted thrasher-wanna-be. Because many Raking greats have been sponsored by the store, this shop has become one of the centers for recruiting new blood for the Arena.

**7. Black Flag:** Even more out on the edge than Thrashers, apparel from this store is guaranteed to make the wearer stand out in a crowd. All items carry the Black Flag label which is quickly gaining popularity among the young. All fabric is hand-dyed and the clothing hand-made, ensuring no two pieces will be alike.

### Shoes

**8. Neonike:** Outlet for the famous Neonike brand, this store carries all the latest styles in every size. Popular styles include the Street Treds for mom and dad, Talons for little brother, and Napalm for those who know the street.

**9. Buster's:** This store specializes in children's shoes. Shoes sold here, under a variety of labels, are long lasting, but unimpressive in either style or fit.

**10. RC & C:** This shoe store chain carries generic versions of the more famous brands. Though popular with sprawl dwellers and laborers, these shoes lack the fashion sense and construction quality to make them popular with most corporate employees.

**11. Black Puma:** Known as the athlete's shoe store, Black Puma has the reputation of providing excellent footwear for a variety of athletic pursuits. All products carry the Black Puma name and are sold by sporting event or team: Rakers, Roboxers, Marauders, Murderers, etc.

### Recreation

**12. Black Zone Skate Park:** This small skate park is the perfect place to practice newly developed powered skateboard moves. As the headquarters of the High Pikes Arcology Gang, this business sees more than its fair share of action.

## LEVEL THREE

This level continues the Garment zone, with shops that almost exclusively cater to young girls and misses. Stores in this area vary widely depending on their intended customers and the function of the clothing.

Supporting these stores are a host of mostly small businesses which sell cosmetics, accessories, and shoes. Given the spending habits of shoppers in this age group, it is not surprising nearly the entire level is taken up by these stores. Although not originally planned, many of the stores of this level were grouped by

function and target age. Shoppers can, therefore, compare goods and quality with similar items located right next door. Needless to say, this has had a profound effect on competition in the area. Sales clerks here have an astoundingly aggressive attitude as they pursue their commissions.

Because of the heavy traffic and the abundance of new faces, several modeling agencies maintain small offices on this level. Most are equipped with small video camera and simstim studios and are more than willing to provide a free screening to any interested individual. Always on the look out for fresh talent, agency scouts are commonly seen prowling this level looking for new blood. Although none of the agencies have been linked to anything controversial, the presence of these smiling, or leering, scouts and the opulence of the agency offices has begun to raise some questions.

## WORLD COMPFAX

**SERBO-CROATIAN SPACE  
PROGRAM GETS OFF THE  
GROUND WITH NEW  
ROCKET, DUBBED THE  
"BALKAN BOOSTER"**



**PORTUGUESE FAMILY  
CAUGHT PLAYING TORG  
— ENFORCERS REPORT  
INFLECTING THE "USUAL  
TREATMENT"**

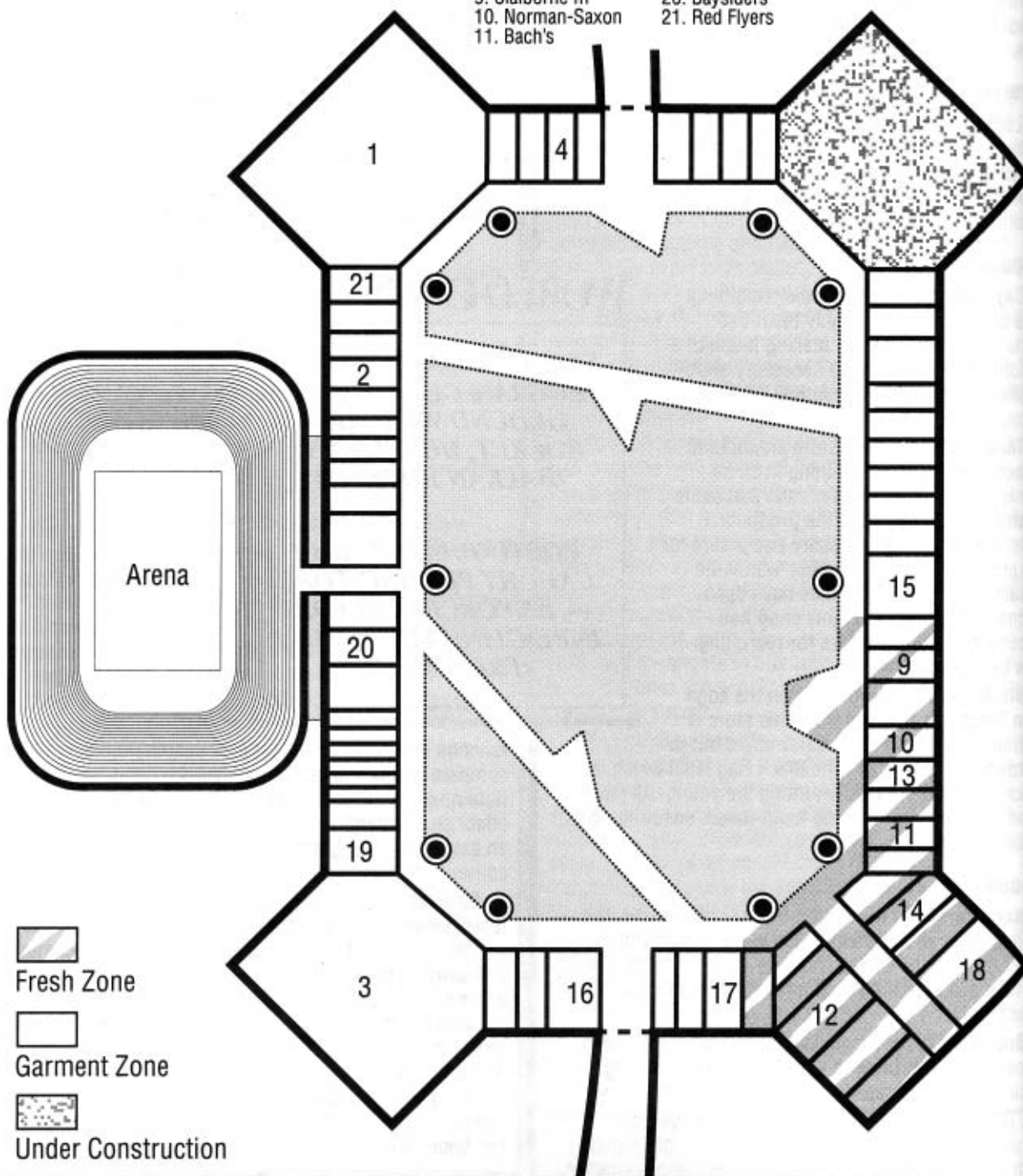


**NEW  
EDISON  
MALL****Level 3****KEY:**

- |                     |                     |
|---------------------|---------------------|
| 1. Gunderson's      | 12. Headhunters     |
| 2. Neonike          | 13. U.G. Teal's     |
| 3. Whitman Howell   | 14. On Display      |
| 4. Express Yourself | 15. Shooters        |
| 5. Hey, It's Here   | 16. Picture This    |
| 6. Zena             | 17. Anderson-Morley |
| 7. Ely & Company    | 18. Quintan Agency  |
| 8. Boreman Jones    | 19. Galahads        |
| 9. Claiborne III    | 20. Baysiders       |
| 10. Norman-Saxon    | 21. Red Flyers      |
| 11. Bach's          |                     |



1 inch equals 50 meters



## NEW EDISON MALL

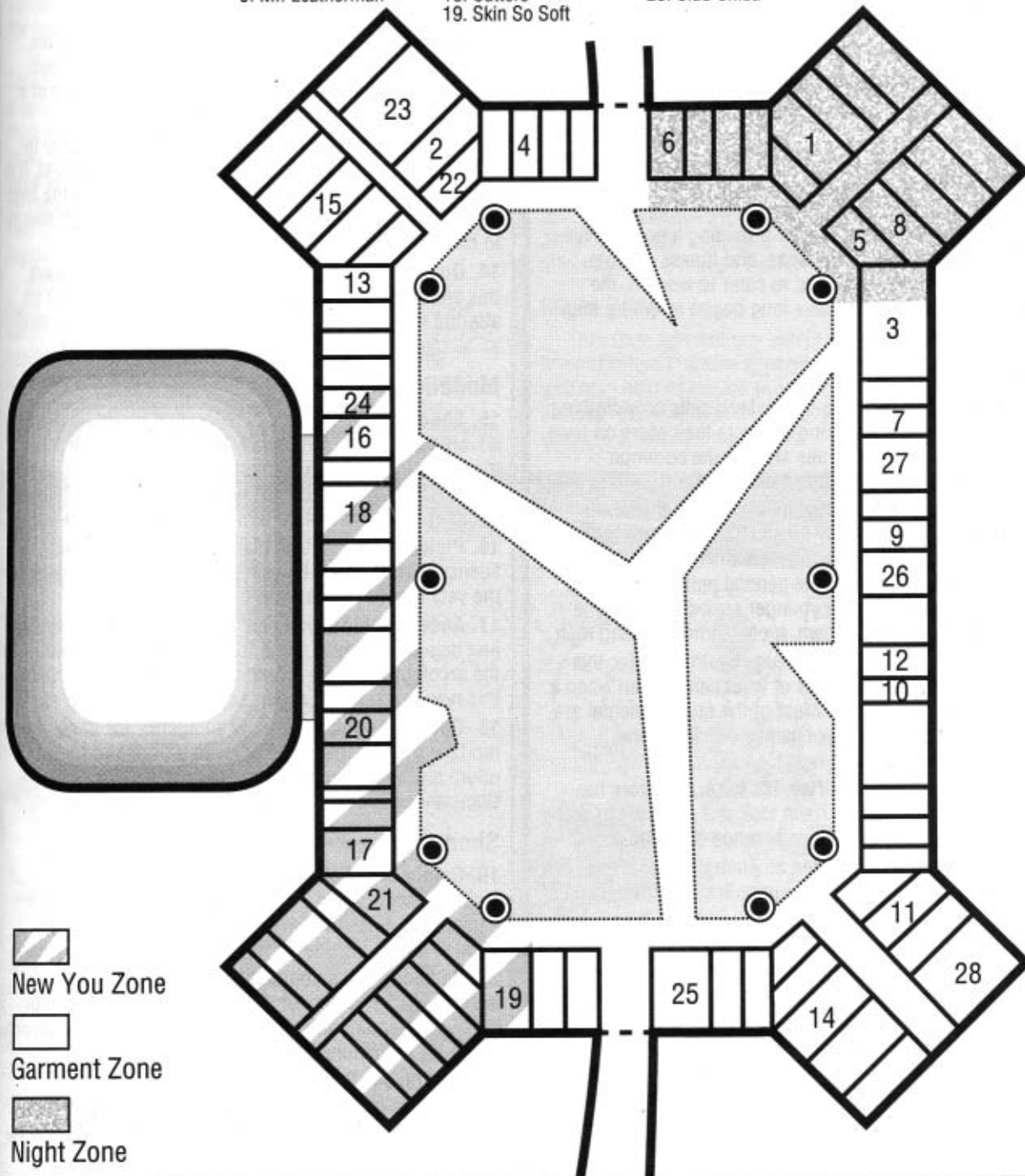
Level 4

### KEY:

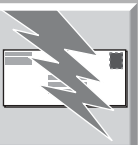
- |                         |                        |                        |
|-------------------------|------------------------|------------------------|
| 1. London Ladigo        | 10. Upper Cut          | 20. Jaeggerman's       |
| 2. Panama Jacks         | 11. Sebastian's        | 21. Chromer's Metalica |
| 3. Calico Brands        | 12. Naturalizer        | 22. Onion Sons         |
| 4. Margo Tangi          | 13. Pumps & Taps       | 23. Porker             |
| 5. Blackheart Intimates | 14. Charles Company    | 24. Happy and Healthy  |
| 6. Frederick's          | 15. Street Wize        | 25. Pirate Pete's      |
| 7. Poriskova            | 16. All U              | 26. Angelo Gomez       |
| 8. G. Gonathan          | 17. The Executive Edge | 27. The Treasure Chest |
| 9. Mr. Leatherman       | 18. Cutters            | 28. Club Chiba         |
|                         | 19. Skin So Soft       |                        |



1 inch equals 50 meters



8:16AM  
THUR  
9  
MARCH



Chicago  
Public  
Library

Long  
Distance  
Switchbox

WORLD  
COMP





Portions of the western third of the level are taken up by the upper level of the two three-story department stores. The goods provided by these stores is designed to appeal to the shoppers of this level. Most of the space of the upper levels is, therefore, taken up by women's clothing, shoes, cosmetics, and accessories.

The eastern third of the level is occupied by the Arena. There is no access provided on this level.

### **Notable Businesses and Zones:**

#### **Garment Zone**

Stores of this level provide goods mostly for young women. The zone provides apparel, shoes, and accessories.

#### **Fresh Zone**

Composed mostly of service vendors, this zone supports the Garment Zone by providing a host of hair salons, cosmetics parlors, spas, and fitness centers. Although originally designed to cater to women, the businesses of this level have long begun targeting men in their advertising.

#### **Apparel**

**2. Neonike:** The boutique of this level sells only clothing, referring customers seeking shoes to their store on level two. The leisure wear of this store is the common uniform of off-duty arcology executives.

**4. Express Yourself:** Owned by the aging rock star Madonna (who personally financed the creation of the drug now known as Yuthix, which she began taking long before it was available to the general public), this store remains popular with the younger crowd. The lingerie line is especially well known, mostly among young men.

**5. Hey, It's Here:** Once on fashion's cutting edge, this store is a text-book example of what can happen when a store grows complacent. Most of the store's clientele are loyal customers who are generally outside of the company's intended age range.

**6. Zena:** The opposite of Hey. It's Here, this store has managed to maintain its fresh look and continue to draw new customers. It offers a wide range of clothing.

**7. Ely & Company:** Marketed as Australian chic, this store is well known for its summer line of clothing and avant-garde swim suits.

**8. Boreman Jones:** This store specializes in clothing with a paramilitary cut. Colors are mostly olive, brown and black, although the styles are anything but bulky. Among the most revealing in the industry, this store's fashions are designed to fit like a second skin.

#### **Cosmetics and Accessories**

**9. Claiborne III:** Recently down scaled, this store has just moved into a new shop and dropped its clothing line altogether. It now sells synth-leather accessories and plated jewelry to corporate clerks and well-to-do sprawl dwellers.

**10. Norman-Saxon:** A Chicago success story, this shop grew from a profitable tattoo parlor into a modest chain of cosmetic/tattoo stores. Designs are innovative and can be permanent or temporary.

**11. Bach's:** An outlet store for Bach's cosmetics, this store carries only its own label. The expensive goods have, over the last few years, earned a reputation for questionable quality.

#### **Hair Salons**

**12. Headhunters:** The home of the "Savage Cut." This shop specializes in micro light weaves and hair tattoos. Any emblem or design can be shaved onto the side of a client's head.

**13. U. G. Teal's:** This exclusive boutique works only by appointment and accepts new clients only by referral. It is a favorite of the numerous modeling agencies of the level as they specialize in fashion cuts with just enough energy to be appealing.

**14. On Display:** One of a few shops offering the 'wave,' this small boutique imported the west coast style in an attempt to boost business. Successful so far, it remains to be seen if the style will catch on in the midwest.

#### **Modeling**

**15. Shooters:** This agency is renowned for its holo-video advertisements, which usually involve a dozen or more models mingling in exotic settings. This agency currently sits on the top of the business and is in the enviable position of selecting its offers and setting its own price.

**16. Picture This:** Another giant in the industry, this agency is renown for its yearly holographic calendars of the year's hottest faces and bodies.

**17. Anderson-Morley:** A new agency, this company has just begun to make a name for itself. Having moved to the arcology only two months ago, it is eager to tap into this new market. Too eager, some would say.

**18. Quintan Agency:** Primarily an agency for male models, this company has enjoyed a dramatic rise in offers since it began providing the models for all Gianfranco Jones advertisements in the midwest.

#### **Shoes**

**19. Galahads:** "High fashion shoes for every high fashion," according to their advertisements. This company offers a narrow range of expensive dress shoes, most of which include a three inch heel.

**20. Baysiders:** This company offers casual shoes for leisure wear. Though comfortable, these shoes do not make a statement and are, therefore, considered inappropriate for many functions.

**21. Red Flyers:** Specializing in sporting shoes for women, this company has made its mark in the industry through intense product research and extensive physical testing. Many consider these shoes, which are available only for women, to be the best footwear on the market.

## LEVEL FOUR

Considered by some to be Chicago's best shopping for women's apparel and accessories, this level of the garment zone does not quite have the snob appeal of level five, but then it does not have the price tag either. This level of the Garment Zone is quickly growing in popularity. With products aimed primarily at young female professionals, the shops of this level sell a wide variety of clothing for leisure, the office, the evening, and the bedroom.

Inside the Garment Zone is the famous Night Zone. Catering to the more lustful shopper, this zone provides a variety of intimate products and services to shoppers from all over Chicago. Security is slightly tighter in this zone, but not so much that shoppers would be frightened away. The Night Zone is especially well known for its variety and imagination. Brothels, licensed under the title "Love Parlors," by the Valris Foundation of Human Resources are found in abundance.

Adjacent to the Night Zone is the larger New You Zone. This zone centers on providing male and female shoppers with every type of physical enhancement, both natural and mechanical. In addition to gymnasiums, fitness salons, and cosmetic surgery shops, the zone hosts a wide variety of cyber-surgery clinics. These clinics are always on the cutting edge of technology, with

access to the latest and greatest developments in the industry. Visibility in this zone is much too high, however, for any of the doctors to have any chance to perform illegal surgery or provide black market cyberwear.

Level four is a common meeting place for shoppers wanting to escape the turmoil of level five. Level four hosts a variety of restaurants, most of which are either very trendy or theme oriented. The eastern portion of this level is taken up by the Arena, although spectators cannot enter on this level.

## Notable Businesses and Zones:

### Garment Zone

Stores of this level are primarily aimed at providing clothing, accessories, and footwear for women ages 18 and older. Stores tend to be more exclusive than on other levels, but most offer goods within price ranges affordable by arcology workers.

### Night Zone

This zone falls entirely within the Garment Zone of the level. It offers intimate apparel and sexual devices, as well as a host of related products. Licensed "Love Parlors" are common in the zone and provide a variety of services to consenting clients.



**New You Zone**

The zone for the health conscious. This zone consists mainly of a variety of gymnasiums, health food stores, and cyber-surgery centers catering to clients who want to look and feel better, and have the bucks to do it.

**Apparel**

**1. London Ladigo:** Located in the heart of the Night Zone, this shop creates every article of commissioned clothing by hand. Money back if not completely satisfied.

**2. Panama Jacks:** Leisure wear for men and women, the styles have changed little over the last one hundred years. This company still looks to the Caribbean for its ideas.

**3. Calico Brands:** One of the largest stores on the level, this company sells a wide variety of styles under fifty different labels. A small section of the store is actually in the Night Zone, allowing customers to shop in the Night Zone without actually entering the zone via the walkway.

**4. Margo Tangi:** An outlet store for the famous fashion designer. This shop sells the trademark natural fiber clothing to a wide range of shoppers.

**5. Blackheart Intimates:** A typical store of the Night Zone, this shop constantly tests the limits of the law and client taste by providing the latest in French and Australian intimate fashions.

**6. Fredrick's:** Once considered risqué, this store has long been left behind by more daring designers. This store on the fringe of the Night Zone draws the majority of its clients from the retirement communities.

**Cosmetics and Accessories**

**7. Poriskova:** The exclusive line of cosmetics carried by this outlet store is among the finest in the world. Poriskova cosmetics are used by executives and sprawl dwellers alike because, despite the quality, the line is reasonably priced.

**8. G. Jonathan:** Located in the Night Zone, this store offers a wide range of tatoos and subdermal implants for the face and body.

**9. Mr. Leatherman:** Surprisingly, this store is not located in the Night Zone. Instead it provides real leather coats, pants and accessories to executives with the credichron to afford such extravagance.

**Hair Salons**

**10. Upper Cut:** This shop will shave the client's head and that is their only service. Despite their rather limited service range, the shop does excellent business.

**11. Sebastian's:** Although the primary business of this shop is cutting hair, the owners have raised the service to an art. They require a complete bath and massage to "let the essence flow" before they will consider even touching the client's hair.

**Shoes**

**12. Naturalizer:** An institution in the shoe business, this company still sells their products through a small chain of stores. New technology and materials keep the company on the development edge.

**13. Pumps & Taps:** This store sells women's dress shoes. Working with thirteen different labels, this large store guarantees a fit or they will buy the customer dinner at Angelo Gomez.

**14. Charles Company:** This shop offers a range of men's shoes and boots. It is one of the few places in Chicago one can find English Cycle Boots.

**15. Street Wize:** Generic shoes at generic prices. This store sells mass produced products in a range of tacky colors.

**Cyber-surgery**

**16. All U:** Considered something of a chop shop, this surgical center has fallen on hard times and is rumored to be on the verge of bankruptcy.

**17. The Executive Edge:** Only the finest of custom-fitted cyberwear is available at this surgi-center. Clients are placed on a mandatory waiting list for consultation prior to any consideration for surgery.

**18. Cutters:** This surgical center specializes in visual, audio, and olfactory systems, although they will perform almost any legal cyber-surgery. The shop has an excellent reputation on the street for the quality of their product and the discretion of their doctors.

**19. Skin So Soft:** This specialty shop will only alter the client's dermal tissue, providing the skin with the ability to stop bullets with little, if any, loss in texture. They are, without a doubt, the best in the field of this very narrow area.

**20. Jaeggerman's:** This surgi-center is a small, one woman shop with an exclusive cliental. Custom systems are the norm, although the doctor will implant systems off the rack if a client is strapped for cash.

**21. Chromer's Metalica:** This is the place to go if you want to advertise your cyber systems to the world. Extra care is given at this center to make the implanted devise as visible as possible.

**Food**

**22. Onion Sons:** A small, casual restaurant at the foot of the main escalator to level five, this establishment does excellent business, especially at lunch.

**23. Porker:** A family restaurant, this large eatery is the home of Porker Swine and his barnyard crew. A favorite of many children.

**24. Happy and Healthy:** Located in the New You Zone, this restaurant promotes health by eating properly synthesized chemicals. These chemicals are then formed into appetizing lunches and dinners.

**25. Pirate Pete's:** Aimed at children, this restaurant contains its own simstim parlor, which features the tales of Pirate Pete, as well as the normal offerings.



**26. Angelo Gomez:** An Italian-Mexican restaurant, the attached bar has long been popular with the younger executives of New Edison who gather for happy hour. The drinks are excellent, but the food is merely acceptable.

**27. The Treasure Chest:** Often confused with Pirate Pete's, this restaurant is not for children. Women dance in cages over the bar and the waiters and waitresses can be purchased along with the meal. The restaurant has limited seating and is often closed down for the night when all tables are filled. Clients can leave as they please, but are not allowed to reenter once they have departed.

**28. Club Chiba:** Though noted for the quality of their fine Japanese cuisine, this restaurant is better known as the home of the Shogun Arcology Gang. Violence in and around this restaurant is unknown.

## LEVEL FIVE

This level is dominated by the massive Loop Transit Station (LTS). The twin lines enter on the east and west sides of the level, then split into several tracks for switching

purposes. The lines then combine again as the tracks exit the Mall. The waiting platforms of the station are spacious, but they are constantly crowded during normal business hours as travelers wait for their cars. At night this level is nearly

deserted as traffic into the Mall is all but halted. There are only a handful of actual buildings composing the LTS. Most of the space allotted is taken up by the massive platforms, the tracks, and the service areas. As on the first level of the Mall, prime business space has been taken over by the banks operating in the arcology which lease credichrons to the sprawl dwellers who do not have this arcology essential.

The remaining portions of the level are taken up primarily by eating establishments of every type, souvenir shops, and the New Edison Museum. Nearer the LTS are the fast food and carry out shops, while the better, or at least more expensive, restaurants are located along the fringes of the level. This level also continues the garment zone, although it is much less in

evidence than on other levels. Shops here tend to be very gaudy, catering to a wide variety of clients. Shop windows are often displayed with an explosion of colors and widely contrasting styles as merchants try to entice that final dollar out of the hands of departing shoppers. Level five is the most active level, after the main floor, with merchants advertising constant bargains and sales. The eastern third of this level sits atop the roof of the Arena. Businesses often complain they can hear the action and roar of the crowd during especially exciting matches, although shoppers do not seem to mind the dull roar which occasionally filters from the floor.

The New Edison Museum is the showplace for the Megacorporation. Entrance into the general hall is free, although sections of the museum require a fee to enter. The majority of the main hall is taken up with displays of the corporation's history and the vital roll it played in shaping the lives of the citizens of Chicago, the United States, and the world. Humility is not part of the display. The displays are intermingled with interactive computer-moderated demonstrations and holographic shows. A small section of the museum details the construction of

the arcology and the role of the Valris Foundation. Portrayed as the crowning achievement of the corporation, few of the visitors take this exhibit seriously. The biggest attraction of the museum is the New Edison Theater. For a three dollar fee, visitors can take part in the famous anti-terrorist rescue of 2047. Viewers are hooked into one of twenty simstim couches and allowed to participate in the raid. The computer moderated simulation allows the viewers to interact and change the course of the mission, although only the truly inept manage to actually fail in the rescue. The five minute simulation is very invigorating and an excellent public relations tool.

## Notable Businesses and Zones:

### Garment Zone

Stores of this level are among the most flashy in the Mall. Although of questionable quality, items are relentlessly sold to shoppers as they leave the Mall. Most are emblazoned with some type of logo, either New Edison, Valris Foundation, the Chicago Arcology, or Chicago Sprawl.

### Loop Transit Station

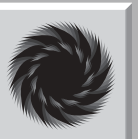
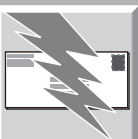
The LTS is composed of a collection of waiting platforms, service areas, ticket booths and Loop offices. Most of the area is taken up by the large waiting areas located next to the monorail tracks.

### New Edison Museum

The showroom of the New Edison Corporation, this museum recalls the company's history over the last one hundred years. The majority of the exhibits can be viewed free of charge, although some, most notably the New Edison Theater, require an admittance fee.

## WORLD COMP

**DEEP SEA EXPLORERS  
SAID TO HAVE TRADED  
SHINY BEADS AND  
TRINKETS WITH  
ADVANCED BOTTOM-  
DWELLING RACE —  
"THEY EVOLVED FROM  
BEAVERS" SAYS ONE  
AMAZED SCIENTIST**

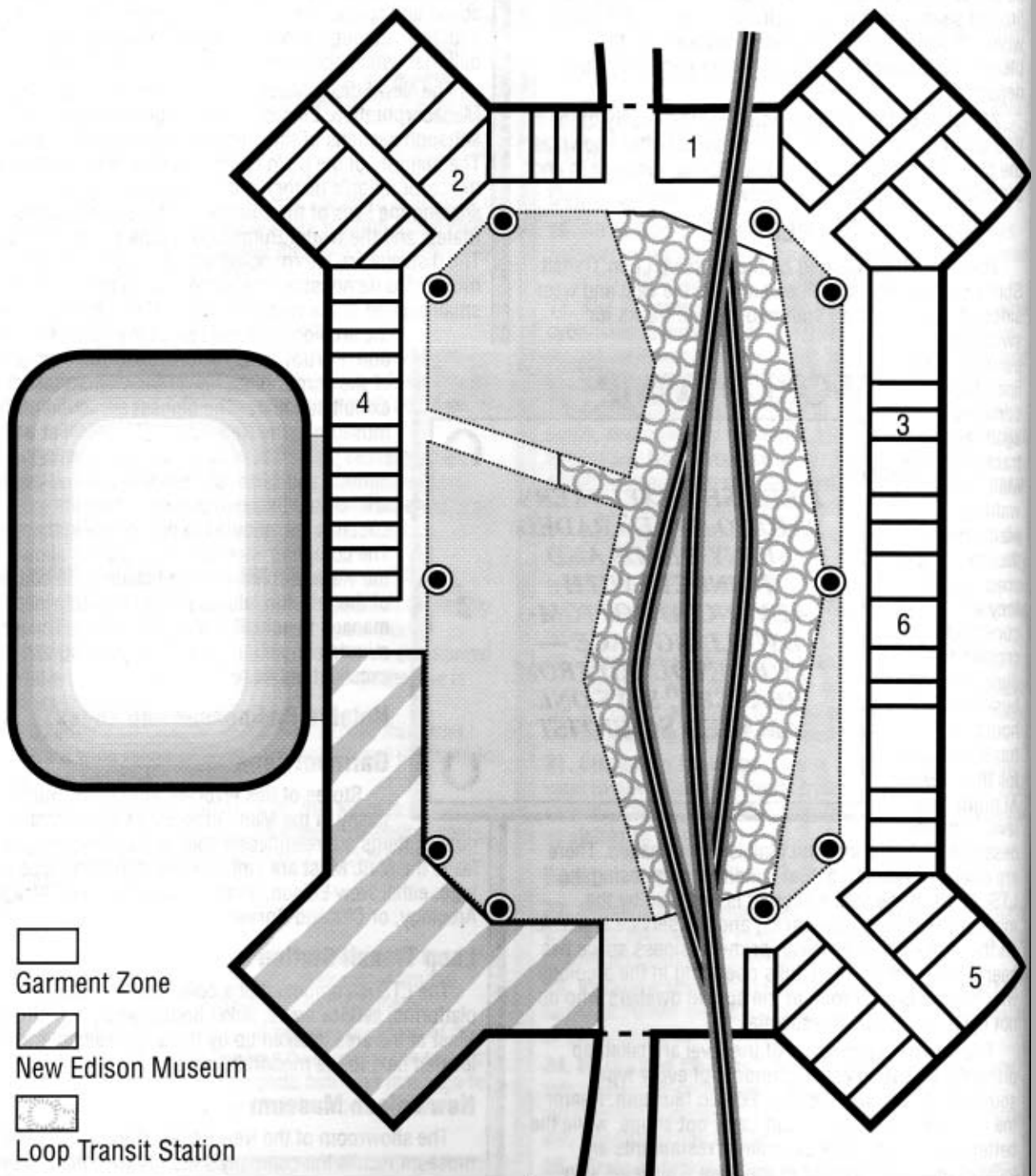


**NEW  
EDISON  
MALL****Level 5****KEY:**

1. Top Hat
2. Holculm's
3. Himmel Haus
4. Town Haus
5. New Pagoda Lounge
6. Dina's Horn



1 inch equals 50 meters



## NEW EDISON MALL

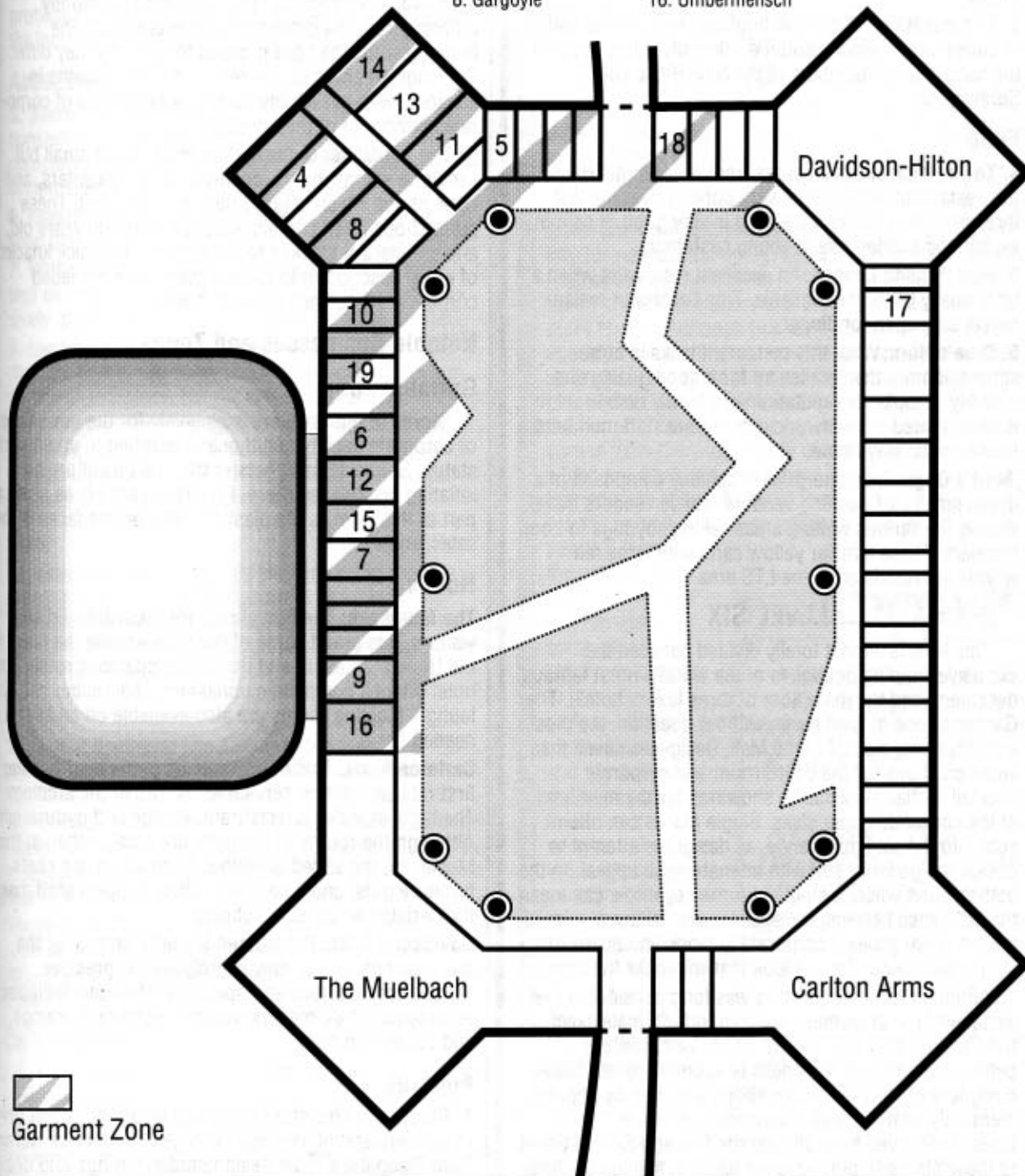
Level 6

### KEY:

- |                     |                       |
|---------------------|-----------------------|
| 1. Cleopatra        | 9. Rolex              |
| 2. Gianfranco Jones | 10. Westminster Court |
| 3. Luna             | 11. Gates Brothers    |
| 4. Victor di Medici | 12. Tony Lama         |
| 5. Sieko            | 13. Polaris           |
| 6. Halston          | 14. Dr. Holmes        |
| 7. Willingham       | 15. Comfort Zone      |
| 8. Gargoyle         | 16. Umbermensch       |

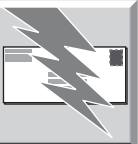


1 inch equals 50 meters



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9  
MARCH





**Apparel**

**1. Top Hat:** Reminiscent of a carnival prize room, this large shop is located directly across from the LTS office. Long considered the master of window decoration, this store manages to fleece more departing shoppers than any other.

**2. Holculm's:** A smaller version of Top Hat, this store sells goods of slightly higher quality, but at much higher prices.

**3. Himmel Haus:** This small boutique sells a wide variety of conservative leisure clothing. Recently it has become the hang-out for members of the New Hitler Youth Sprawl-gang.

**Food**

**4. Town Haus:** Located across from the Himmel Haus, this restaurant has become very popular over the last three months. Although the food is very good, it cannot explain the sudden rise in young customers.

**5. New Pagoda Lounge:** An excellent restaurant when a table finally becomes available. This Szechwan restaurant is only open for dinner.

**6. Dina's Horn:** What this restaurant lacks in atmosphere, it more than makes up for in food quality and quantity. Despite its reputation as a family restaurant, it is often visited by overworked corporate staff members finally on the way home.

**Mort's Dogs:** This enterprise is actually composed of a dozen small cart pushing vendors. These vendors travel among the various waiting areas selling soydogs to Loop travelers. These familiar yellow carts with large red wheels are restricted to the LTS area.

**LEVEL SIX**

This level is almost totally divided between the exclusive clothing boutiques of the world's most famous designers, and the main floor of three luxury hotels. The Garment Zone of level six is, without question, the most elite shopping district of the Mall. Designers unveil their latest creations for the board room and corporate cocktail parties at exclusive showings for the members of the corporate upper class. Single pieces can often soar into the six figure range, as designers attempt to design the gown or suit with ultimate snob appeal. In the battleground where a single upturned eyebrow can mean the difference between the success and failure of a multi-million dollar project, corporate tycoons and board room supporters search for the look that will make the name.

Although fashionable attire was long considered the exclusive area of women, many of today's male executives are learning how to turn heads with flawless patterns and fabrics. Business is booming for exclusive designers of all types. Many shops are open by appointment only, staffing their showrooms on an as-needed basis. Executives from all over the Chicago Sprawl travel to these stores to purchase the latest in fashion clothing. During fashion shows and designer unveilings, the arcology air traffic control is hard-pressed to coordinate the scores of private VTOLs desiring access to the Mall.

The three hotels of the sixth level are renowned for their ability to pamper and please their guests. The staff of these hotels are among the most outgoing in the entire arcology, with ready smiles and extreme grace in even the most unpleasant of situations. The main floor of these hotels all hark back to the grand age of hotels with spacious lobbies and gilded columns. All three hotels include complete facilities with spas, restaurants, bars and dance clubs. Competition is stiff, but extremely polite. All three consider themselves to be slightly different from the other two, but outsiders to the industry would be hard pressed to say why they differ. Bookings, at any rate, are required many months in advance, with availability during peak periods of corporate activity out of the question.

The remainder of the level is made up of small but exclusive salons, gyms, cosmetic surgery centers, and curio shops which cater to this class of client. These curio shops often contain antiques over 100 years old, and are literally stacked to the ceiling with knick knacks of every description to enliven even the most jaded corporate executive's office or home.

**Notable Businesses and Zones:****Garment Zone**

Stores of this level are exclusively for the upper level of corporate society and those attempting to attain such status. Stores actually bolster their haute culture by inflating prices even more. Private security is as much a part of this level as the plastic smiles on the faces of the salespeople.

**Hotels**

**The Muelbach:** The first choice for most New Edison visitors, this grand dame of hotels is among the finest in the United States. In addition to the spacious rooms, this hotel offers a complete gymnasium, spa, restaurant, and lounge. Meeting rooms are also available on an as-needed basis.

**Carleton Arms:** This hotel made its name by providing first rate convention service to visitors of the arcology. The hotel includes a restaurant, lounge and gymnasium. Although the rooms of the hotel are smaller than at the Muelbach, the added amenities such as private chefs, furniture girls, and a complete office support staff make the Carleton an excellent choice.

**Davidson-Hilton:** Considered the little brother of the arcology hotels, it is only slightly less impressive. Rooms are luxurious and spacious. The hotel includes an assembly hall, meeting rooms, restaurant, lounge, and swimming pool.

**Apparel**

**1. Cleopatra:** This store is opened by appointment only. Customers are interviewed via Satellite Interface Network from Cleopatra's main design studio. Fittings and design shows are then staged as needed.

**2. Gianfranco Jones:** The exclusive men's designer has brought much needed casual style to the executives of the Chicago area, especially at New Edison and Valris.

**3. Luna:** This design house has been very successful importing zero-gee fibers from orbiting factories. 'Moonsilk' apparel is currently the fashion rave among the corporate upper crust.

**4. Victor di Medici:** This designer has yet to catch on in the midwest, although this new shop may change that problem. Weekly showings by invitation only are part of the increasingly successful marketing strategy.

## Accessories

**5. Sieko:** This corporation has built a name by providing consistent quality for over one hundred years. The company has recently expanded its line to include cyber systems, which promise the same quality.

**6. Halston:** Accessories from this design house have been popular since the 1960s, proving quality endures.

**7. Willingham:** A new designer, the arcology store is his first direct market store. It deals in his jewelry exclusively, providing stock and custom items as desired.

**8. Gargoyle:** This logo has become so popular among the rich, that it has come to identify them. There are countless imitators, but the original is still without equal.

**9. Rolex:** Though long considered the mark of success, this company was disgraced when it attempted to provide cheaper versions of its product to the mass market. It is only now staging its comeback.

## Food

**10. Westminster Court:** This elegant dining room is situated in the heart of the garment zone. It offers excellent food and atmosphere for those with the money and attire to enjoy it. The Court is also the headquarters of the Victorians Arcology Gang.

## Shoes

**11. Gates Brothers:** The premier boot makers in the United States. Individually crafted of real leather, products are custom made after the order is placed.

**12. Tony Lama:** Pushed out of the boot business in the 2050s, this exclusive design house made a remarkable comeback by offering quality men's shoes for corporate executives.

**13. Polaris:** This design firm offers a limited number of each shoe then destroys the pattern. Their women's shoes are among the best known and most comfortable in the world.

## Cyber-Surgery

**14. Dr. Holmes:** This surgical firm specializes in neurological cybersystems. If price is no object, these are the people to see for custom work of any type.

**15. Comfort Zone:** Staffed entirely by women, this surgical center has earned the reputation for quality implantation of standard systems. Although they do not design their cyberwear, they are excellent at placing it inside the body with a minimum of trauma.

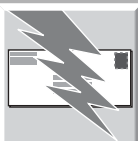
**16. Umbermensch:** "More you than you" is this company's motto. Umbermensch doctors will build a better body with custom or standard physiological cyberwear systems, or they can completely replace a limb with a system of the client's choice.

## LEVEL SEVEN

This level begins the Mall's subtle transition from the loud, hustle and bustle atmosphere of the lower levels to the more sedate levels of the upper half. Although there are still many bars and clubs, which offer plenty of opportunities to get in trouble, the upper levels are rarely traveled without a purpose. As visitors ascend, there are fewer and fewer sightseers with less and less opportunity for window shopping. Level seven is the uppermost level of the garment zone. It is almost the exclusive realm of male designers and their associated clothing store chains. Although this level does not have the snob appeal of the sixth level, experienced shoppers know where to look to find the right suit with the appropriate pair of matching genuine leather wing-tips. This level is the home of the Club Zone, or the Poli-Zone. The name comes from the wide variety of semi-exclusive clubs which are scattered throughout level seven and the basis immediately above. Many of these clubs try to appeal to members on a cultural or religious level, but most are political (hence the name). Often clubs of this type will "sponsor" some sort of private enterprise to help give the club an identity.

Restaurants and bordellos are the most common choices for sponsorship, although a wide variety of shops have received sponsorship in the Mall. Many of these organizations are little more than social

fraternities, where men and women can gather to share common interests. Some, however, are much more active in political and social areas. The members of these organizations are the ones which provide so much of the media attention which has been focused on the poli-clubs in general.



## WORLD COMP FAX

**MUTANT KILLER SHEEP  
ON RAMPAGE IN NEW  
ZEALAND AFTER GENETIC  
EXPERIMENT GOES AWRY**



**NEWFOUNDLAND PRIEST  
DROWNS AFTER CHAINING  
HIMSELF TO WRONG SIDE  
OF NEW HYDRO-ELECTRIC  
DAM DURING  
GREENPEACE PROTEST**

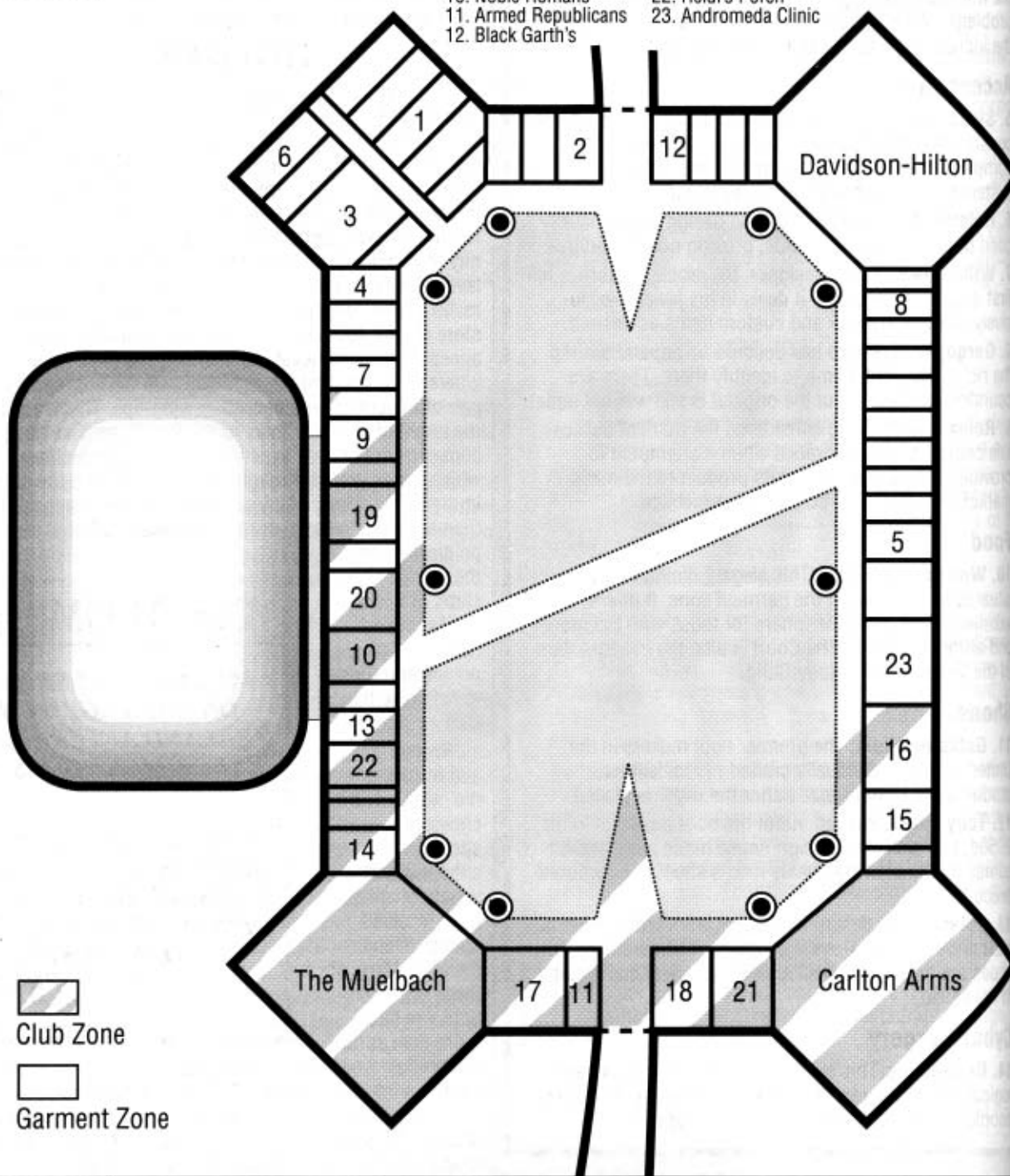


**NEW  
EDISON  
MALL****Level 7****KEY:**

- |                         |                        |
|-------------------------|------------------------|
| 1. Lord Geoffrey        | 13. The Lily           |
| 2. L.L. Bean            | 14. Glass Furnace      |
| 3. Zhalihar for Men     | 15. Borealis           |
| 4. Black Flannel        | 16. Stationhouse       |
| 5. Arrow                | 17. Anthrax            |
| 6. Freya's              | 18. Estrange           |
| 7. Waterford            | 19. Uncle Salty's      |
| 8. Goldfinger's Limited | 20. Ramrod             |
| 9. Stormwatchers        | 21. Wanderer's Delight |
| 10. Noble Romans        | 22. Heidi's Porch      |
| 11. Armed Republicans   | 23. Andromeda Clinic   |
| 12. Black Garth's       |                        |



1 inch equals 50 meters





## NEW EDISON MALL

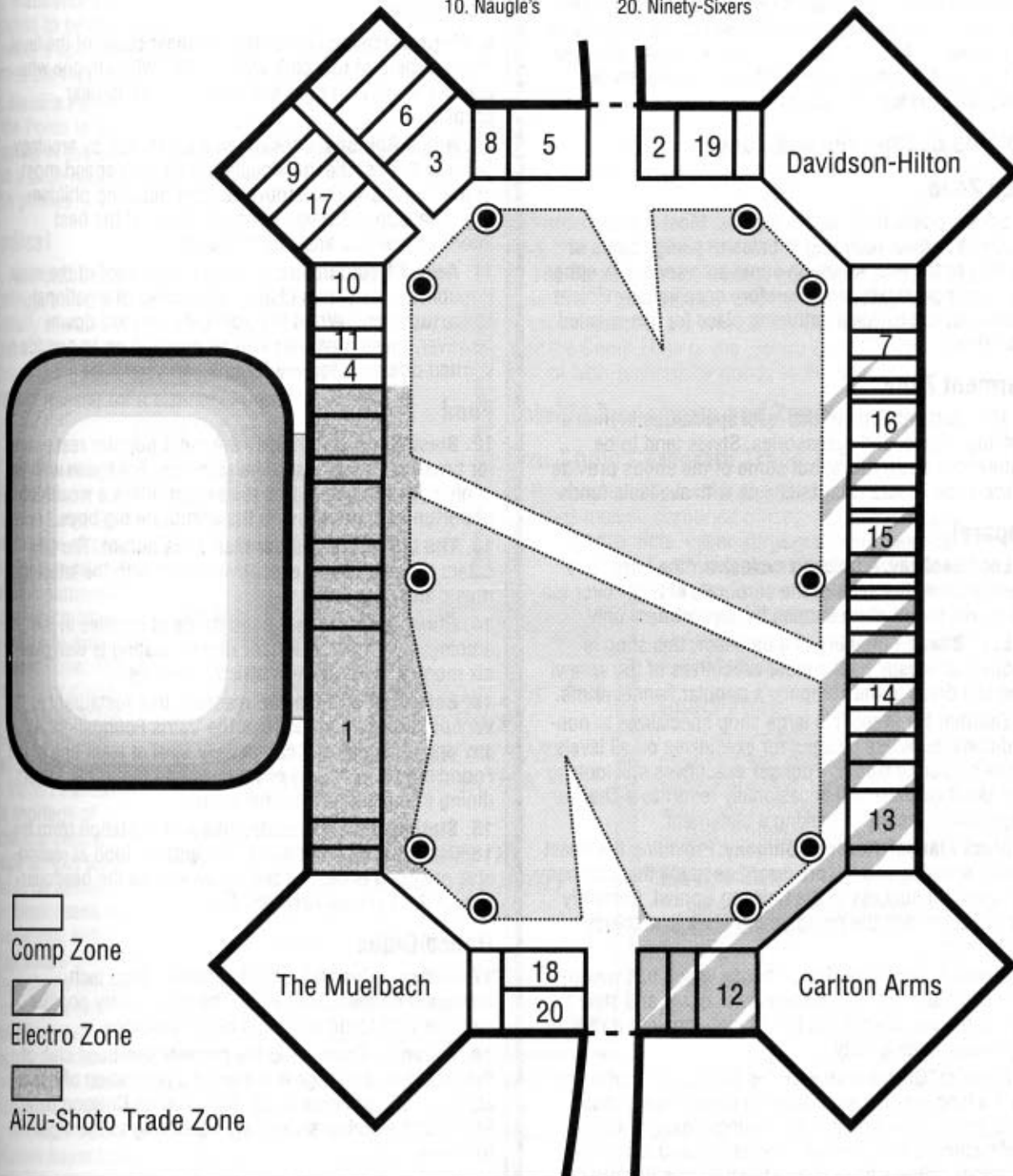
**Level 8**

### KEY:

- |                     |                              |
|---------------------|------------------------------|
| 1. Aizu-Shoto       | 11. Cyberdynamics            |
| 2. Henderson's      | 12. Opus Major               |
| 3. The Tin Man      | 13. Black & Decker           |
| 4. Tandy            | 14. Viking                   |
| 5. Billigan Supply  | 15. The Locker               |
| 6. Compumart        | 16. Playtime                 |
| 7. MTP              | 17. Order of the Brass Token |
| 8. Elias House      | 18. Eta Kappa Gamma          |
| 9. Donner & Blitzen | 19. Blue Legionaires         |
| 10. Naugle's        | 20. Ninety-Sixers            |

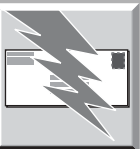


1 inch equals 50 meters



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MARCH



Many residents of Chicago feel New Edison or Valris will be forced to shut down all poli-clubs if the wild few make too many waves, but this course of action has not yet been determined. Although the clubs grow bolder by the month, most cause little, if any, real social or physical harm.

Much of the western third of the level is taken up by the three hotels. Each of the three has slightly more floor space on this floor than on the sixth level. This expansion trend continues as the three hotels gradually take more and more Mall space all the way to their top floors on the twelfth level. Hotel guests can exit the hotel area on this level, but they are not allowed to re-enter by these one-way security doors.

## **Notable Businesses and Zones**

### **Club Zone**

Social, political, & religious clubs. Most are of a semi-exclusive nature, requiring initiates to pledge oaths of secrecy or the like. Although some are very active either socially or politically, and therefore occasionally violent, most exist to provide a gathering place for like-minded individuals.

### **Garment Zone**

The Garment Zone of this level specializes in men's clothing, shoes, and accessories. Styles tend to be somewhat conservative, but some of the shops provide *avant garde* leisure wear to clients with available funds.

### **Apparel**

**1. Lord Geoffrey:** A Chicago exclusive, "the Lord" has been tailoring the suits of the corporate elite for over ten years. His men's shop is open by appointment only.

**2. L. L. Bean:** Something of a dinosaur, this shop is frequented mostly by the older executives of the sprawl who still dress in the company's popular flannel prints.

**3. Zhalihar for Men:** This large shop specializes in non-traditional business designs for executives on all levels of the corporate ladder. Younger executives still looking to make their mark will occasionally resort to a Zhalihar original as a means of making a statement.

**4. Black Flannel Trading Company:** Providing the finest quality sporting and leisure wear has made this company an overnight success in the Chicago Sprawl. Currently the vogue among the rising young stars in arcology businesses.

**5. Arrow:** A traditional design house which has weathered countless fashion changes with grace and style. This company offers a full line of clothing with traditionally understated quality.

**6. Freya's:** "Quality with Kick," is the store's motto and it goes a long way in describing the company's goods. Most seem to be aimed at the younger generation of professionals, but company presidents and long time corporate officers have begun to sport this designer's logo.

### **Accessories**

**7. Waterford:** Primarily a manufacturer of quality watches, this small boutique has begun expanding its product line into a growing line of male jewelry.

**8. Goldfinger's Limited:** As might be expected, this company offers only gold jewelry. Most pieces are of original design, but less expensive, generic productions can be found.

### **Poli-clubs**

**9. Stormwatchers:** One of the rowdiest clubs of the level, the members of this club will "tussle" with anyone who doesn't agree with their end-of-the-world-is-near prophecies.

**10. Noble Romans:** Considered a quiet club by arcology security forces, the individuals of this club spend most of their time drinking stout beer and debating philosophy. The club, however, contains some of the best informed political analysts in the city.

**11. Armed Republicans:** A militant off-shoot of the main Republican party, this club is something of a national embarrassment. When the political chips are down, however, these members can be counted on to provide a spirited offensive for any Republican candidate.

### **Food**

**12. Black Garth's:** Currently the most popular restaurant for breakfast meetings in the arcology. For those with the connections to get in, this restaurant offers a wealth of opportunity to mingle with the corporate big boys.

**13. The Lily:** More of a bar than a restaurant, The Lily caters to the younger executive crowd with the latest in music and holo-video.

**14. Glass Furnace:** The grand dame of eateries in the arcology. The waiting list for dinner seating is well over six months long. Attire is strictly black tie.

**15. Borealis:** For unknown reasons, this restaurant is very popular with workers of the Valris Foundation. At any one time, patrons can usually spot at least one of the Foundation's high level executives and his or her escort dining in the intimate formal room.

**16. Stationhouse:** Decorated like a fire station from the 1890s, this restaurant serves acceptable food at reasonable prices. It is best known, however, as the headquarters of the Firemen Arcology Gang.

### **Dance Clubs**

**17. Anthrax:** This club offers patrons a high tech explosion of sound and light. The club is very popular with the well-to-do residents of the arcology.

**18. Estrange:** Considered the premier live-band club of the arcology, Estrange has earned a reputation of being able to make or break an up-and-coming Chicago band. Music and clothing styles vary according to the night of the week.

**19. Uncle Salty's:** A wilder club than most in the arcology, Uncle's has a reputation for being rather tough on newcomers. Fist fights are common, but most are quickly put down by the club's numerous bouncers.

## Bordellos & Brothels

**20. Ramrod:** This brothel is a typical example of bordellos in the arcology. Clinically clean, the club has little new to offer the typically jaded customer.

**21. Wanderer's Delight:** Clients of this bordello are required to be members of the Wanderer Poli-club or a member's sponsored guest. This establishment has earned the reputation of being very homophobic.

**22. Heidi's Porch:** Catering to only gay clients, the staff of the Porch is widely considered to be the most beautiful in the arcology. Inside, this brothel is little more than a large room with an abundance of silk screens and satin pillows.

## Medical

**23. Andromeda Clinic:** The only body bank in the arcology, this clinic manages to stay in business by carefully remaining on the right side of Valris and New Edison. The clinic's squeaky clean reputation has promoted a good deal of business among sprawl dwellers looking for a reputable donation center.

## LEVEL EIGHT

This level begins the arcology's Comp Zone and Electro Zone. It retains much of the more masculine style found on Level Seven, but it does provide shopping for a wider range of clients. Despite the ending of the Garment Zone, this level still contains numerous shops which have not been able to enter the Garment Zone. These shops' poor placement is usually the result of a lack of political power with the Valris Foundation or a shortage of additional capital. Shops on this level tend to be smaller than businesses on other levels, with many shops offering only a single service or item. This high level of product specialization is

somewhat unheard of among all but the most exclusive areas outside the Mall. This allows buyers the opportunity to acquire truly unique goods from shops with sufficient buyer traffic to support their limited product stock. The level also hosts a wide array of Poli-clubs, and their sponsored entertainment centers, although this

level is not officially part of the Club Zone. The western third of this level is occupied by the three hotel complexes. One way security doors allow hotel guests to exit on this level, but they may not re-enter from this level.

The eastern half of this level is dominated by the Aizu-Shoto Corporate Trade Zone. Technically, part of the floor space on this level is Aizu-Shoto property. The offices, surgical centers, and show rooms of the Japanese Megacorporation have been acquired from the Valris Foundation by a long-term lease. When the cybernetic giant announced plans to open this corporate center in the New Edison Arcology, many cynics said this was just another way for New Edison to acquire outstanding service at little or no cost to themselves. Neither of the principals of the agreement, however, have commented on this unusual business situation. Whatever the intention, Aizu-Shoto seems to be happy with the arrangement. The corporation is free to run its Chicago operation as it sees fit, without external interference from the government or other corporations.

The corporate trade zone is supported by a number of businesses, both service- and manufacturing-oriented. These businesses are located, for the most part, in or near the Comp Zone or the Electro Zone and provide a host of high-technology goods to the Megacorporation.

## Notable Businesses and Zones

### Aizu-Shoto Corporate Trade Zone

Branch facilities for the Aizu-Shoto Megacorporation. Facilities include corporate offices, numerous showrooms for products, cyber-surgery centers, post-op recovery rooms, and consultation offices. Technically all of the office space of this trade zone is the property of Aizu-Shoto and is, therefore, under Aizu-Shoto law.

### Comp Zone

Sales and service of computer hardware and software. Most firms are service oriented, but some firms, especially software creators, have limited manufacturing capabilities.

### Electro Zone

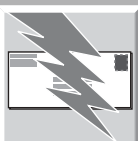
Sales, manufacturing and service of electronic components, tools, equipment, and finished products. Many shops of this zone are on the cutting edge of computer engineering and cybertechnology, providing equipment and components to Aizu-Shoto and a

host of other cyber-surgery centers in the Mall and surrounding sprawl.

## WORLD COMP FAX

**LUCKY PIERRE, WORLD'S  
FIRST SENTIENT FROG,  
HYPNOTIZES HANDLER AND  
ESCAPES IN GREY BUICK**

**OKIRA TROOPERS ON  
MARS DISCOVER A BURIED  
HOARD OF DONNY  
OSMOND RECORDS —  
DISMISSED AS ANOTHER  
NEW EDISON PRANK**





**Cyberwear**

**1. Aizu-Shoto:** This is the corporate giant's only Chicago office. Customers of this firm can expect to pay top dollar for the legendary Aizu-Shoto product and service.

**2. Henderson's Limb-O-Rama:** Bargain basement products at a slightly inflated price. Henderson's staff is very skilled, but lacks access to sophisticated equipment and cyberwear.

**3. The Tin Man:** This large facility specializes in limb replacement and total body make-overs. Their FastHands and FastLegs have excellent reputations for durability and quality.

**Computer Hardware**

**4. Tandy:** An old stand-by, this company has managed to stay in the highly competitive computer market despite several marketing flops. Some of their products are of excellent quality, but only a knowledgeable shopper should consider this source for hardware.

**5. Billigan Supply:** This company's revenue comes exclusively from providing hardware components for CDecks. The firm does market a single package with all necessary components to manufacture a CDeck, but the process requires a skilled hardware technician.

**6. Compumart:** A family store with the latest in mass market hardware products and last year's technology breakthrough. Although it is not considered a serious computer shop by arcology hackers, the store does a respectable business with amateurs and hobbyists.

**7. MTP:** A small shop on the edge of the Aizu-Shoto Trade Zone, this shop builds custom CDecks to their clients' exact specifications. Undoubtedly the hottest decks available in the arcology, most of New Edison's cyberspace security guards sport MTP decks.

**Computer Software**

**8. Elias House:** This shop is little more than an think tank for independent Omega language programmers. All work is made to order. The cost is high, but the software is guaranteed to perform to customer specifications.

**9. Donner & Blitzen:** This firm provides a wide range of products for language processors. All works are coded in Entyx or Sortran, depending on the individual requirements of the final product. Little, if any, custom programming is performed here.

**10. Naugle's:** This company is the most advanced NAC Neuroprocessor software developer in the arcology. Most programs are purchased "off the rack," but the staff will occasionally develop a custom program if the task is intriguing enough to pique their slated interest. All custom work is performed in NACcomm.

**11. Cyberdynamics:** A lack-luster software firm which offers a variety of standard, off-the-rack, CDeck programs. Most products are functional, but lack the sophistication to perform complicated feats with the speed required by serious net junkies. All work is programmed in Gamma language.

**Electronic Components & Tools**

**12. Opus Major:** This company is a major producer of telecommunications testing equipment. The firm provides a good product at a fair price. Items may not be flashy, but they get the job done.

**13. Black & Decker:** Still a major tool supplier in the United States and Canada. All products carry a life-time guarantee against breakage and wear.

**14. Viking:** These electronic products carry a high price tag and tend to be more specialized in function. Most professional tech rats choose Viking tools and components when they can afford the steep price.

**15. The Locker:** A flea market of items, this large store displays metal tables full of electronic components and tools in a seemingly random order. Price is always negotiable, but the staff of The Locker has earned a reputation for very shrewd bargaining.

**16. Playtime:** As a small component provider, most of this company's goods are aimed at the micro-miniaturized market. Despite the frivolous name, this company provides excellent products for high tech applications.

**WORLD COMPFAX**

**FRAZZLED AUTHOR SAYS  
DREAMTIME IS COMING**

**FLIGHT OF HOWLING  
BIPLANES TRAILING  
RUBBERY TENTACLES  
BUZZES TUCSON, ARIZONA**

**GIBRALTAR, NOW  
MOTORIZED, TOURS  
MEDITERRANEAN**

**Poli-clubs**

**17. Order of the Brass Token:** Few, if any, are sure of the real reason for the founding of this club. Most seem to feel the members just want to have a good time. Token parties, held at the organization's bordello, Tugboat Annie's, are not-to-be-missed social events for all invitees. Membership is strictly by invitation.

**18. Eta Kappa Gamma:** Often

described as militant scholars, elite individuals of this organization are easily spotted by their ornate robes and mortar board hats. Their motto, "Learn or Die," is the cornerstone of all their activities.

**19. Blue Legionaries:** Composed mostly of retired soldiers of various rank, this club's activities center around strategy sessions and tactical simulations, although members will occasionally hire out to preform "questionable" duties for discrete corporate employers.

**20. Ninety-Sixers:** This club is considered an oddity, even among the oddest clubs of the arcology. Members actively preach the world was a better place in 1996, and technology developed after that time should not be used. Members dress in old-fashioned clothing and sport ancient style haircuts. Their social and moral sense seems to have also stopped developing around that time. This results in the club's antiquated outlook on life.

### LEVEL NINE

This level continues the Electro Zone and the Comp Zone, but the stores on this level tend to be a bit more expensive when compared to the stores of the lower levels. Specialization is not as common, although many of the facilities here are well known for a particular product or service. Many of the Mall's adult simstim parlors are located on this level in the winding area between these two zones. The hotels on the western third of the level are slightly expanded from the eighth level. All three hotels provide two-way access to this level via constantly monitored security doors.

Level Nine also contains the Restaurant Zone. Many of the eateries on this level are famous throughout the Chicago Sprawl for the quality of their fare. Diners can expect to pay top dollar just to get into these prestigious restaurants, but for the corporate executives of Chicago which patronize these locations, there is no substitute. Most of the restaurants are theme or culture oriented and feature the appropriate types of food, although some have succeeded by offering just the opposite type of service and atmosphere. These counter- culture establishments are just as popular as the more traditional restaurants, if slightly younger in their clientele. Merging a wide variety of culinary styles with an outlandish atmosphere has created a typical Chicago success story.

This level is one of the most densely packed areas of the Mall, especially between five and eight p.m. Unfortunately for the arcology's security forces, this is also one of the most violent levels of the Mall. Although evening security is tighter here than on any other level, the wide mix of people and their conflicting views seem to cause an undue amount of violence in or near the Restaurant Zone. These acts of violence are not always random either. Many of Chicago's most famous shootings have been performed on this level of the Mall, often in full view of hundreds of startled witnesses. What used to be called "Gangland Style" shootings, while certainly not common, happen with all too much frequency for both corporate executives, who remain the most likely potential targets, and the New Edison Guard.

### Notable Businesses and Zones

#### Comp Zone

Sales and service of computer hardware and software. Most firms are service oriented, with special emphasis on cybernetic systems and CDecks.

#### Electro Zone

Sales, manufacturing and service of electronic components, tools, equipment, and finished products. Shops of this level provide most of the basic components required by the businesses of the Comp Zone.

#### Restaurant Zone

This zone hosts a wide array of restaurants, lounges, diners, and eateries. Fare and price range from exclusive, formal dining rooms to fast food kiosks. Food from nearly every culture is represented in this zone.

#### Computer Hardware

**1. Maxmore:** Best known for the quality of their Magnebubble Storage Units, this company has managed to carve a comfortable niche in the hardware marketplace based on that single strength.

**2. Advanced Research Consortium:** This company produces only Neurological Activity Controllers. The company produces six basic systems which allows for some level of customizing by the client.

**3. Lochmar Bates:** A specialty company, this firm produces two Language Processors, primarily for corporate use. Their lower priced model uses only state-of-the-art components, leaving those with limited bank accounts to wonder just what the advanced version can accomplish.

#### Computer Software

**4. Softlib:** This firm offers a wide variety of CDeck programs under three different distribution labels. Strictly a retailer, this company does no custom programming.

**5. VanZen & Daughters:** This three woman operation arrived on the computer scene with the announcement of their Neurospeed program. Sales were staggering, providing the company with the needed capital to expand into Tracer and Concentration programming. Current rumor suggests the company will expand in the near future to provide CDeck software.

**6. Blackmars:** One of the largest software firms in the arcology, this corporation produces a wide variety of utility programs for nearly every system currently available. Prices tend to be higher than is average for products of this sort.

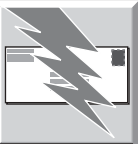
**7. Yossarian:** This company produces only Neurosofts. Nothing is developed on a custom basis, but most of the programs have a large degree of flexibility built-in, allowing each product a wide range of ability for the price.

#### Simstim

**8. Creative Edge:** Targeted exclusively for adult audiences, this company produces violent and/or pornographic products under no less than fifteen different labels.



8:16AM

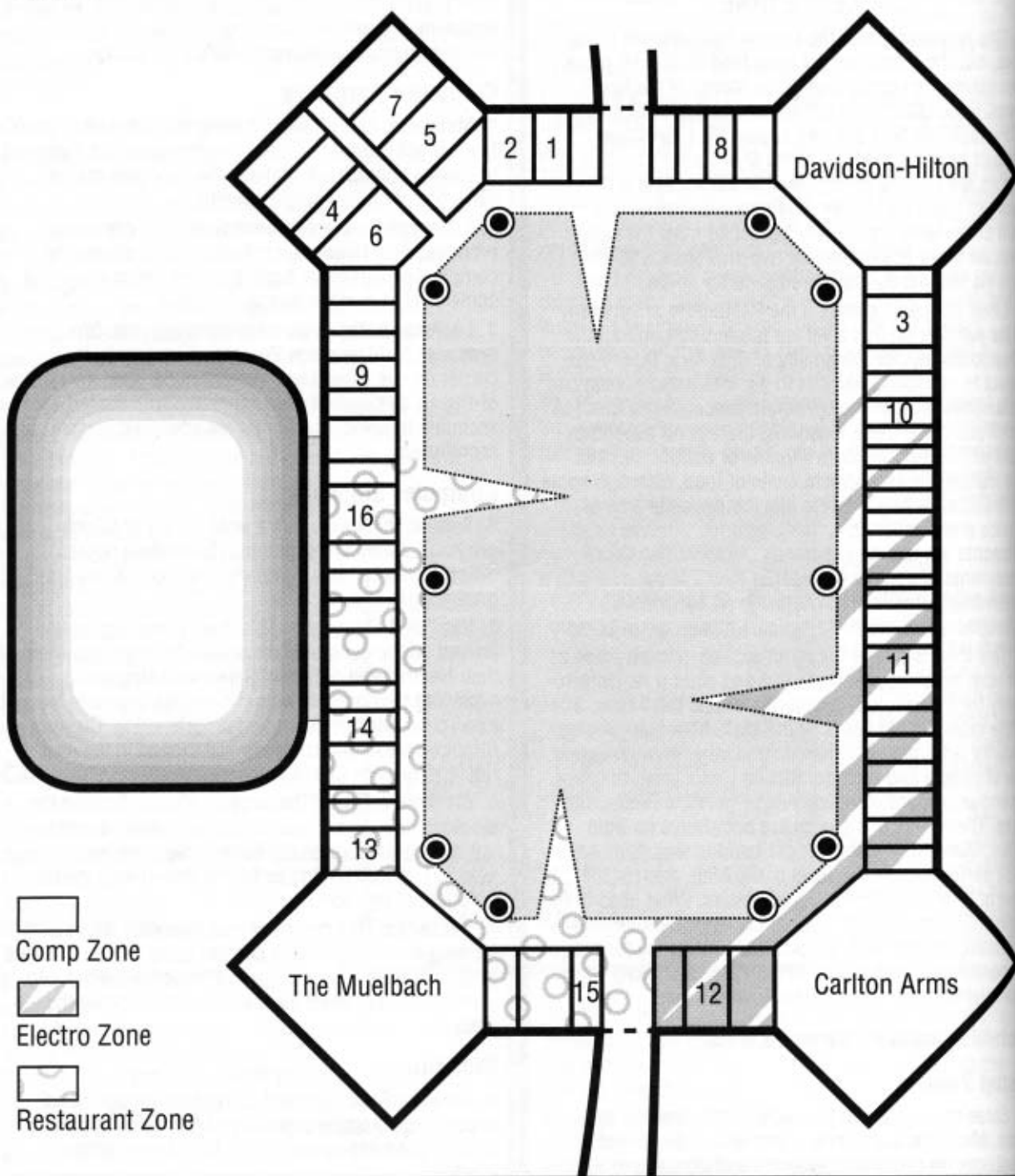
THUR  
9  
MARCH

**NEW  
EDISON  
MALL****Level 9****KEY:**

- |                                 |                                |
|---------------------------------|--------------------------------|
| 1. Maxmore                      | 9. Lone Jack Productions       |
| 2. Advanced Research Consortium | 10. Beta Labs                  |
| 3. Lochmar Bates                | 11. Chicago Electronics Center |
| 4. Softlib                      | 12. Diabla Brands              |
| 5. VanZen & Daughters           | 13. Double Boogy               |
| 6. Blackmars                    | 14. Hat Dancers                |
| 7. Yossarian                    | 15. The Hunchback              |
| 8. Creative Edge                | 16. Ma's Place                 |



1 inch equals 50 meters







8:16AM  
THUR  
9  
MARCH



Chicago  
Public  
Library

Long  
Distance  
Switchbox

WORLD  
COMP



## NEW EDISON MALL

Level 10

### KEY:

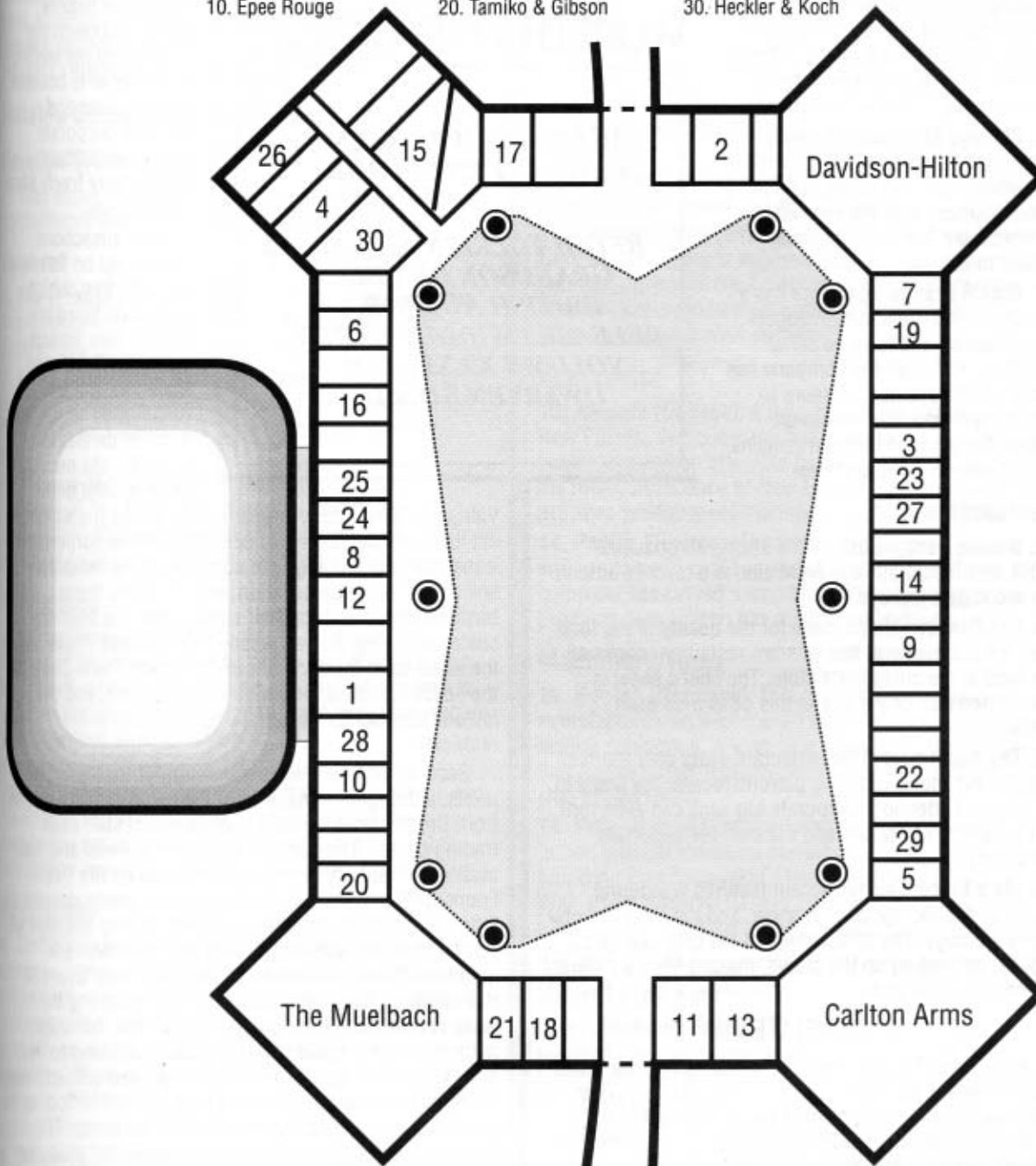
1. Fila
2. Koala
3. Winston-Morton-Towne
4. Krups
5. Iota Brands
6. Zenith
7. Haliburton
8. Samsung
9. Takaia
10. Epee Rouge

11. Keoshi of Chiba
12. Mordencainen
13. Au-dela
14. Pacific Electronic Works
15. Rotring
16. Borg-Warner
17. Nintendo
18. Sorg
19. Aachen Futures
20. Tamiko & Gibson

21. Orlandai Products
22. Matchless Products
23. Shining Sun
24. Timman & Oakes
25. TPC
26. Greystock
27. Wesson-Jaynes
28. Beretta
29. Icarpa
30. Heckler & Koch



1 inch equals 50 meters



**9. Lone Jack Productions:** "Simstims for every need," is the company's unofficial motto. Products tend to be of higher quality than other brands, although clients used to the rush of illegal simstims will find these products much too tame.

### Electronic Components & Tools

**10. Beta Labs:** Long known by Net Junkies for their illegal enhancements to existing CDecks, this company recently went street legal and opened a shop in the Mall to attract more business. Quality remains high, though prices have risen sharply in the last few months.

**11. Chicago Electronics Center:** Offering only the most basic of tools and equipment, this company does a good business with the weekend hobbyist, but few professionals bother to browse.

**12. Diablo Brands:** This store has a definite military feel to it. Products are unlabeled and have no serial numbers. Although the company has come under repeated pressure to provide tracking information on goods, for the time being, it remains a good source of "clean" gear.

### Restaurants

**13. Double Boogy:** Done with a strong aeronautical motif, this restaurant and night club is a favorite among the arcology's jockeys.

**14. Hat Dancers:** Noted more for the quality of the food than the atmosphere, this western restaurant cooks all the food at the customer's table. The chef's show is considered part of the fare at this otherwise quiet restaurant.

**15. The Hunchback:** This restaurant seats only fourteen couples per night, ensuring patrons receive the finest in service and attention. Corporate big wigs can even rent out the entire restaurant and the staff for important occasions.

**16. Ma's Place:** This restaurant features wandering musicians, a nightly fashion show, and the largest menu in the arcology. The atmosphere of the club changes nightly, depending on the crowd, making Ma's a different experience each visit.

### LEVEL TEN

All of Level Ten has been designated a Foreign Trade Zone by New Edison and the Valris Foundation. When national powers still had some say in the matter of international politics, trade zones often became areas of intense business activity as corporations of different nations met in trade zones on somewhat equal footing. Now the emphasis is on trading with corporations of different cultural or geographical areas of the world, and

national boundaries have little to do with the transactions. These zones are very popular with residents in nearby areas, as corporations cannot possibly transact all business within the confines of these zones. This leads to increased spending on the part of corporations involved with the trade zone, which spurs the local economy. With the trade zone located in the heart of the arcology, the represented businesses cannot help but

feed the local businesses on nearby levels. Although the majority of the trading of this level is between corporations and Chicago corporate buyers, individual buyers may freely shop on this level.

All transactions performed on this level are duty free, which means no taxes are paid to New Edison, Valris, or the United States for the sale. Businesses which want to trade on this level apply for the necessary permits with both

Valris and New Edison and are assigned to the waiting list for available space. Offices which these corporations lease from the arcology are considered the temporary soil of the renter corporation, which allows these businesses to conduct their sales under the laws and customs of their home region. This process works much the same as in the Aizu-Shoto Corporate Trade Zone, but the space leased is for a much shorter time, and the latitude allowed for corporations is slightly more restricted.

Security on this level is much tighter than on other levels, although the majority of the security force comes from the foreign corporate guards which staff each trading center. The number of guards allowed and their available weaponry is strictly controlled by the Valris Foundation and the New Edison Guard, which operate as little more than gun packing referees during disputes on this level. Minor acts of violence and sabotage are common, but few of the corporations of this level will risk anything truly destructive for fear of having their lease revoked and their goods confiscated. Although many goods are traded on this floor, most tend to be small consumer goods, which are watched with extreme caution. The only restriction to trading on this floor is the good must be physically traded at the arcology. This means bulk goods, such as raw materials for manufacturing, land deeds, and large consumer items are nearly impossible to trade under the trade zone charter. This level remains a trading center. Services are not provided, but the items bought and sold here are often used by businesses on other levels of the arcology.

## WORLD COMFAX

**AGENT COOPER SEEN  
AGAIN IN PITTSBURGH**

**REGGI TOLKIEN, GREAT  
GRANDSON OF THE  
BRITISH AUTHOR,  
RELEASES MIDDLE-EARTH  
VOLUME XXXIV, "OF  
DWARVEN STOOL"**

Each of the three arcology hotels provide access to this level for their guests via heavily monitored, one-way security doors. Even though it is not always possible, the hotels prefer to house guests who do active trading in the foreign trade zone in their tenth level quarters. The level's rooms and suites are even nicer and more richly appointed than the rooms of the other levels. Much of each hotel's space on this level is taken up by large meeting rooms, banquet facilities, and small auditoriums. Business is often conducted on neutral hotel ground, especially when the parties concerned have reason to distrust one another.

## Notable Businesses and Zones

### Foreign Trade Zone

This entire level provides duty free goods from corporations and businesses of different cultures

### Apparel

- 1. Fila (France):** From a small sporting goods outfitter, this corporation has grown to be one of the largest apparel-only corporations in the world.
- 2. Koala (Australia):** A current status symbol among middle and lower level executives of the Chicago area, this company's trademark Koala Bear adorns every product.
- 3. Winston-Morton-Towne (England):** Exclusive outfitters of fine business attire, this corporation is giving some of the lesser Italian designers a run for their money in fashion sense at the corporate board room.

### Appliances

- 4. Krups (Germany):** This company manufactures all manner of small items for the home and office. Designs are smooth and elegant and the distribution network is small enough for the company to claim a certain amount of snob appeal among buyers.
- 5. Iota Brands (Greece):** A relative newcomer to international sales, this corporation has been thrust into the limelight by virtue of their dependable, if expensive, home wine makers. Now that the company has established their name, they are expanding into other markets.

### Computers

- 6. Zenith (France):** Although one of the largest personal computer makers in the world, this company has never enjoyed the reputation of the other computer manufacturing giants. Products are good, but not flashy.
- 7. Haliburton (Mexico):** Known for turning out large quantities of product rather than producing dependable products, this company enjoys a large percent of the hobbyist market.
- 8. Samsung (Korea):** Expanded by ruthless price wars in which the company all but demolished Daiwoo, this company can boast more models in service than any other corporation in the world.

**9. Takaia (Japan):** Formed from the merger of two small independent manufacturing corporations almost twenty years ago, this company is very big in Japan, but has yet to do well in the United States. The Chicago trade zone is the first concentrated attempt by the corporation to grab part of the U.S. market.

### Cybernetics

- 10. Epee Rouge (Basque):** This small corporation specializes in cybernetic weapons. Recently closed for three months by New Edison Guards for selling illegal cyberwear, this company claims it is still learning about the laws of the arcology.
- 11. Keoshi of Chiba (Japan):** The home office of this corporation is one of the best known landmarks in the Tokyo Sprawl. This company offers a variety of quality products at a competitive rate.
- 12. Mordencainen (Israel):** An institution in the Middle East, this company is beginning to flex its economic, and political, muscle in the American midwest. Prices for Mordencainen products are among the highest in the arcology for cybernetic systems.

### Electronics

- 13. Au-dela (Quebec):** A long-time trade partner with New Edison, this company has managed to avoid several hostile acquisition attempts by rivals in the industry with the timely assistance of New Edison. This company only provides products not manufactured by New Edison.
- 14. Pacific Electronic Works (Vietnam):** Strictly a low-end producer of small personal electronic products, this company has carved a small market by producing the products New Edison has no interest in developing.

### Machinery/Tools

- 15. Rotring (Germany):** This production company manufactures state-of-the-art cybernetic and electronic testing equipment. A long-time supplier to New Edison, this company has recently been linked to the Nazi Politclub of San Diego.
- 16. Borg-Warner (Czechoslovakia):** This company turned into the industrial powerhouse of eastern Europe following Czechoslovakia's freedom from the U.S.S.R. With a firm financial base in Europe, this company can afford to take the time to fully develop the American market.

### Neural Link Systems

- 17. Nintendo (Korea):** This company has long suffered from an image problem, which is only now being bolstered by the production of three leading edge Neural Link Systems.
- 18. Sorg (Norway):** A long-time rival of Nintendo, this company is rumored to have paid a vastly inflated price to New Edison for its inclusion in the Trade Zone.
- 19. Aachen Futures (Germany):** A respectable, if lackluster, company, Aachen Futures stands to make millions by stepping in to pick up the pieces of the Nintendo-Sorg trade war.





**Petrochemicals**

**20. Tamiko & Gibson (Japan):** Generic goods at rock bottom prices, this company moves all of its products in volume. Some of the goods are rumored to be less than standard, but at these prices, few suppliers can afford to pass up the products because of the risk.

**21. Orlandai Products (Vietnam):** Rumored to be one of the few companies which actually uses organic components in the creation of its pharmaceutical. All products are very expensive, but provide higher potency than normally expected by consumers.

**22. Matchless Products (Italy):** This company has recently fallen on hard times after its main production facility was destroyed by misguided Gang Green sprawl gang members who mistakenly believed the company was using organic materials in its production process.

**Software (personal)**

**23. Shining Sun (Vietnam):** This company offers a variety of CDeck programs, but they are best known for their Matrix Presentation Program: Blade, which presents the Net as a stylized version of Victorian England.

**24. Timman & Oakes (Scotland):** This corporation has limited itself to the production of cyberspace combat programs. Their versions of Armor and Bludgeon have been especially well received by the public.

**25. TPC (Russia):** This company was recently accused of marketing products which had yet to be fully tested, resulting in the deaths of at least three Net Junkies. As a result, the company is in the middle of reorganization (or purge) as it attempts to restore its tarnished image.

**Weapons (Personal)**

**26. Greystock (England):** Backed by capital generated from the sale of Gauss weapons to the Kumar-Nehru Corporation army, this small weapons firm has only recently begun exporting weapons to the western hemisphere.

**27. Wesson-Jaynes (England):** Considered a doddering old giant, this company has been in the field of international arms sales for the last fifty years.

**28. Beretta (Italy):** Considered by many to be the premier producer of small caliber handguns, this company has enjoyed success after success in the pistol market and failure after failure when attempting to produce a creditable rifle.

**29. Icarpa (Greece):** This company produces a wide range of needle weapons, which have, for the most part, escaped the attention of the general public. The company has a solid reputation, however, among corporate military leaders across the globe.

**30. Heckler & Koch (Germany):** This company's success is nothing short of legendary. For some, there simply is no substitute.

**LEVEL ELEVEN**

Level Eleven is composed of a conglomerate of seemingly unrelated shops and stores. Often referred to as the Bazaar by arcology inhabitants, frequent shoppers to this level remark, only partially in jest, they must shop here at least once a week or they will miss the opening or closing of at least three businesses. New businesses of a widely varying nature are a common sight on this level. Business failings are just as common. The atmosphere of this level seems to spawn different ideas and opportunities. Ventures which would not have a chance of success in the sprawl are popular attractions on this level.

Although nothing has ever been proven by the New Edison Guard, this level has a decidedly seedy atmosphere. It is almost as if something nefarious were going on, despite security. This atmosphere is further punctuated by the endless stream of new vendors, shops, and entrepreneurs. Shoppers on this level often remark it is easy to forget you are in an arcology, especially when lost among the maze of small stores. Although there are no official zones on this level, the entire eastern portion of the level is heavily dominated by weapons stores, combat training centers, and gun ranges. Gun possession by arcology residents is strictly monitored by the New Edison Guards, as is the possession of firearms by visitors to the Mall; therefore store owners in this section are frequently visited by New Edison's finest.

Security is understandably tight in this area and the store owners are probably just a little more paranoid than the average shop owner. Business, however, has never been better and the heavy supply of customers indicates that sales will only increase. Many of these weapon suppliers have become increasingly bound in an endless stream of Valris red tape. The foundation's attempt at controlling possession of firearms by arcology residents has only frustrated inhabitants and encouraged individuals who truly feel they need a firearm to look outside the arcology to less restricted suppliers.

All three hotels offer access to this level via one-way security doors. Because of the class of people who stay at the hotels, however, and the reputation of this level, few of the guests venture through the doors. The space occupied by the hotels is much smaller than on level ten, although the rooms are much larger and nicer.

**Notable Businesses and Zones****Apparel**

**1. Viesbach:** A shoppers delight, this small boutique is considered the place to go when looking for something out of the ordinary. It is a poorly kept secret that Samantha Valris Morton shops here on an infrequent basis.

**2. Double Dare:** Trendy almost to the point of nausea, this store is everything Viesbach is not: loud, bright, and obnoxious.

## Brothels

**3. Heartbreakers:** One of the best known brothels in the arcology, this nearly legendary cat house was the setting for 2089's hit simstim movie, "On Line."

**4. Attitudes:** Catering to the darker side of human nature, this company caters to the cyber-enhanced client. Most of the staff is cyber-modified as well.

**5. The Dreamboat:** A modest establishment located next to the security doors of the Carlton Arms, this company is well known for providing its patrons with a wide variety of drugs and mood enhancers.

## Computers

**6. A. P. Black:** Despite being located away from the Computer Zone, this company does a surprisingly good business. The staff consists entirely of techies who like nothing better than to pass the time talking over hardware specifications with customers.

## Cybernetics

**7. Grossman:** This small company operates three operating rooms to near peak capacity. The doctors here perform only auditory, olfactory, and gustatory procedures. Prices and medical procedures are acceptable, but the quality of their custom parts is excellent.

**8. Cooney & Hopper:** A small hack shop, this partnership spends almost as much time in court as it does in the operating room. Still, customers flock to the shop in droves attracted by the constant stream of advertisements sponsored by the pair of medical hackers.

## Food

**9. Flying Dutchboy:** Well known only among arcology dwellers, this small restaurant caters mostly to residents. News of the "Proper," as patrons call the Arcology Proper, is freely discussed and analyzed in this cozy restaurant.

**10. The Black Fedora:** As renowned for quality of the brothel in back as the quality of the food served up front, this establishment was the first to open its doors on the eleventh floor, roughly twelve hours prior to the opening of the other businesses.

## Software (personal)

**11. Mirage:** This development center offers different products every week. Quality varies greatly depending on the programmer heading the particular project. Rumor has it this company will offer beta test versions of cutting edge software on a limited basis for little or no cost. The results of using this mostly untested software is, of course, highly variable.

**12. Silicon Unlimited:** This small company offers a narrow range of products at greatly inflated prices. On occasion, however, they will market awe-inspiring packages. This infrequent event forces most serious hackers into the shop on a semi-regular basis to look for buried treasure.

## Weapons (personal)

**13. Metalica Custom Products:** As the name implies, this company will produce new, or retool, any weapon desired by the customer. Prices are determined almost as much by the attitude of the staff towards the customer as by the technical requirements of the weapon.

**14. Black Cross:** This company is one of the few personal weapons manufacturers and distributors which does not market any form of firearms. Well known for their knives, karatands, and orchids, this company has an experienced sales staff to show customers how to use their new purchases.

## LEVEL TWELVE

This is the top level of the shopping section of the Mall. Shops of this level tend to be more service-oriented

than on the lower levels. Although some of the shops do provide goods and products, these businesses tend to be smaller than on the lower levels. Most of the businesses exist to cater to the offices and corporations on the upper levels of the Mall, and thus, are more involved with providing personal and office services or providing office supplies and equipment. This level also marks the upper floors for all three of the arcology hotels. Each of the three hotels has a

small section of this level where their most important clients stay. Room suites on this level are outlandishly expensive, but for the elite corporate visitors to the arcology, these living facilities are absolutely necessary.

The average shopper has little need to travel to the twelfth level, except to dine at one of the numerous restaurants or relax at one of the many bars or brothels. Although there are no officially recognized zones on the level, the shops and businesses tend to be grouped together according to goods or services provided. Many of the service providers located on this level are actually the front offices for businesses which operate from corporate offices located on the higher levels of the Mall. For most visitors to the Mall, this level marks the top of

## WORLD COMP FAX

**JAPANESE BULLET TRAIN  
ACHIEVES MACH 2!  
SHOCKED OSAKA  
COMMUTERS DEBARK  
IN SEOUL**

**NEW ENGLAND TOWN  
WIPED OUT TO A MAN  
AFTER GRAND OPENING  
OF CHOWDER BAR**

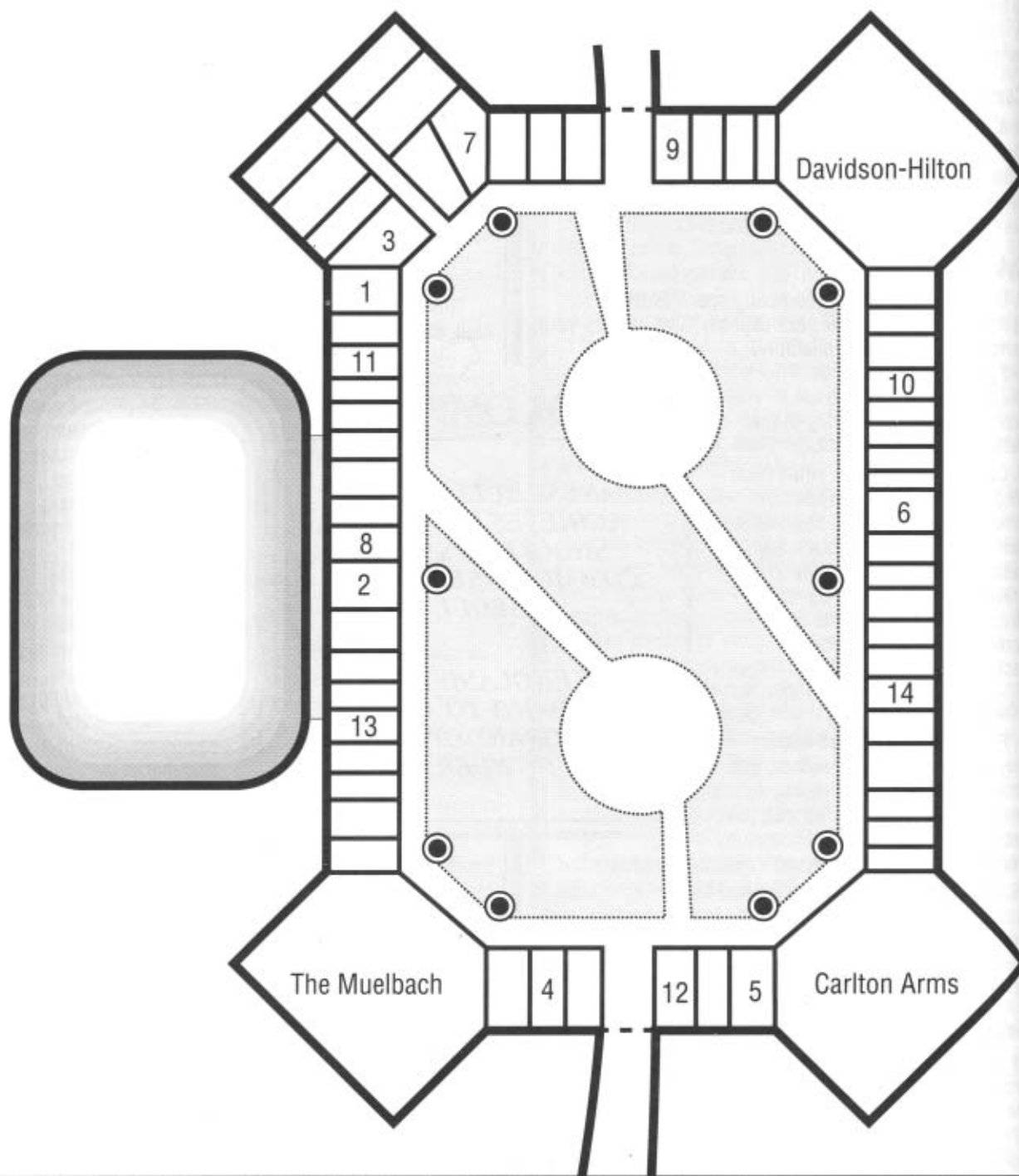


**NEW  
EDISON  
MALL****Level 11****KEY:**

- |                  |                              |
|------------------|------------------------------|
| 1. Viesbach      | 8. Cooney & Hopper           |
| 2. Double Dare   | 9. Flying Dutchboy           |
| 3. Heartbreakers | 10. The Black Fedora         |
| 4. Attitudes     | 11. Mirage                   |
| 5. The Dreamboat | 12. Silicon Unlimited        |
| 6. A.P. Black    | 13. Metalica Custom Products |
| 7. Grossman      | 14. Black Cross              |



1 inch equals 50 meters





## NEW EDISON MALL

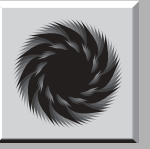
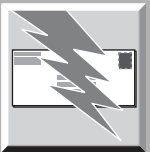
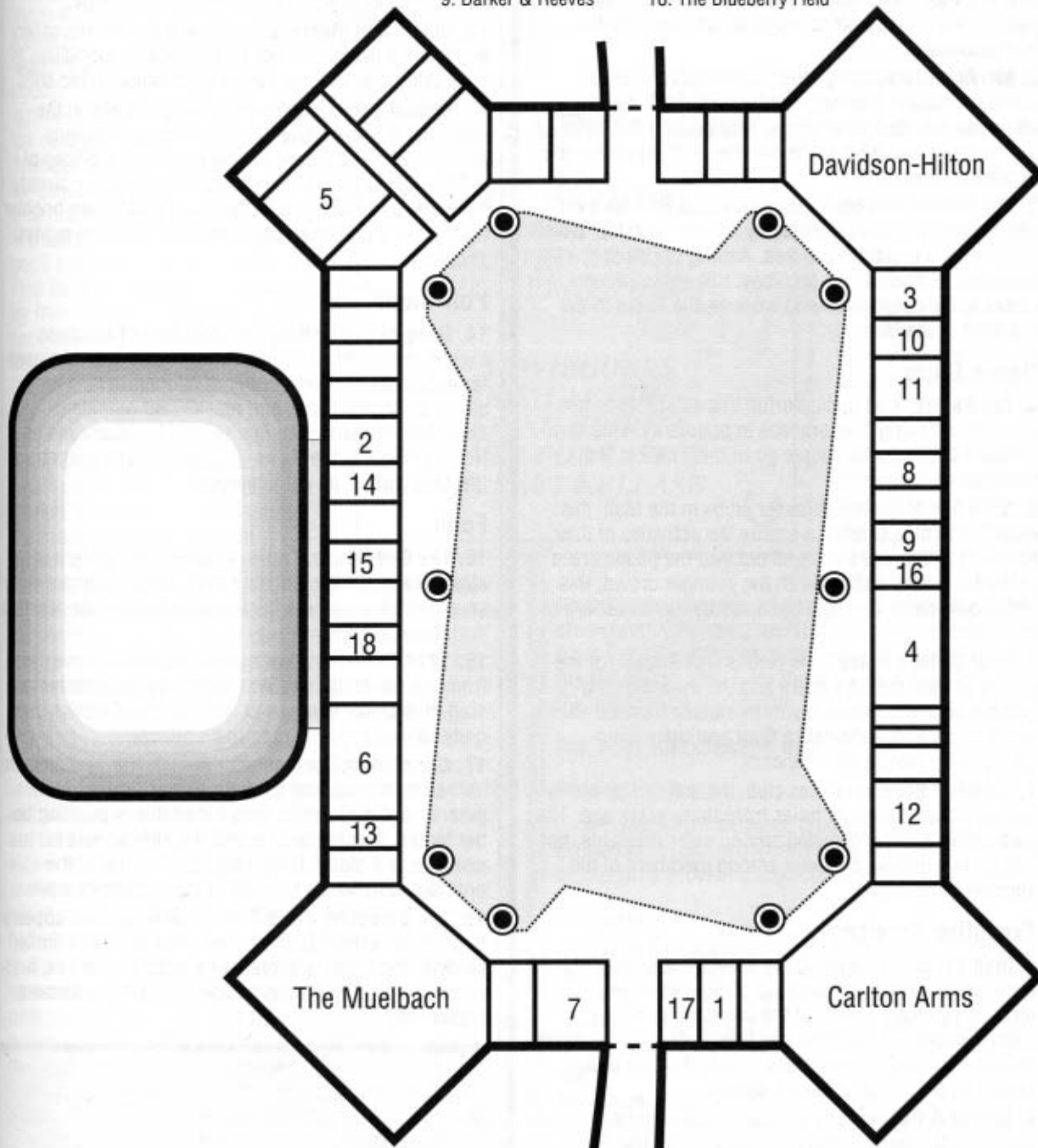
**Level 12**

### KEY:

- |                        |                         |
|------------------------|-------------------------|
| 1. Jade                | 10. Allied Temporary    |
| 2. Mr. Amato's         | 11. The Nilson Gallery  |
| 3. The Golden Fleece   | 12. Significant Moment  |
| 4. Zen Parrot          | 13. Crystal Lace        |
| 5. Q                   | 14. Gang of Distinction |
| 6. Your Sister's Place | 15. The Gas House       |
| 7. Spankin' Bone       | 16. 1776                |
| 8. Man Service         | 17. Chez Tordo          |
| 9. Darker & Reeves     | 18. The Blueberry Field |



1 inch equals 50 meters



the complex. Only those with special permission, or requirements which differ from those of the average customer, are allowed into the special elevators which travel further up the Mall.

### **Notable Businesses and Zones**

#### **Brothels**

- 1. Jade:** Customers to this quiet brothel are usually overwhelmed by the single color of the shop. This establishment has a strict policy of catering only to homosexuals.
- 2. Mr. Amato's:** Although this brothel advertises its oriental tradition, few natives of the Far East would recognize this club as anything approaching the bath houses of Japan. All members of the staff, however, are of oriental descent.
- 3. The Golden Fleece:** An exclusive club for members only. Potential clients must apply for membership, which often takes a month to process. Among the most luxurious brothels in the arcology, this establishment caters to the employees who work on the floors in the top third of the Mall.

#### **Dance Clubs**

- 4. Zen Parrot:** Loud and colorful, this establishment is currently enjoying a resurgence in popularity. This club is where the beautiful people go to meet others like themselves.
- 5. Q:** As one of the few thrasher clubs in the Mall, this establishment is careful to ensure the activities of their rowdier patrons does not spill out into the public areas of the Mall. Very popular with the younger crowd, this club would never be taken seriously by real thrashers of the sprawl.
- 6. Your Sister's Place:** This club is well-known for the quality of their sound system and the dynamic holographic displays. Crowd favorites include frenzied sharks which circle above the dance floor and marauding Vikings who mingle with dancers.
- 7. Spankin' Bone:** An oldies club, this dance hall blasts out the crowd's favorite tunes from thirty years ago. The club enjoys a wide following among older residents, but it is silently making converts among members of the younger generation.

#### **Executive Services**

- 8. Man Service:** This company provides any required services for executives working on levels thirteen through eighteen. Although the company provides trained workers, both male and female despite the name, for duties during normal office hours, they are better known as an executive escort service.
- 9. Darker & Reeves:** The largest executive service in the arcology, this partnership has built a reputation with New Edison and the Valris Foundation by providing a consistent, discreet, quality product.

**10. Allied Temporary:** Strictly a secretarial service, this company has yet to expand into the escort business where the larger financial margins and heavier profits are located.

#### **Home & Office**

- 11. The Nilson Gallery:** A combination showroom, art gallery and auction service, this prestigious company includes a staff of interior designers to customize the apartments of executives living in the arcology.
- 12. Significant Moment:** Primarily a holo-video gallery and interior design studio, this company specializes in the quality and striking nature of its holographic stills.
- 13. Crystal Lace:** The smallest design studio in the arcology, this exclusive company custom designs individual accent pieces for the homes and offices of well-to-do corporate executives. The company already has quite a following, but the future looks even brighter for the hand-picked artisans working from the modest shop.

#### **Poli-Clubs**

- 14. Gang of Distinction:** This conclave of business executives meets on an infrequent basis behind closed teakwood doors. The identity of all members is kept secret by formal robes and masks, but outsiders speculate the gang includes several key managers in New Edison and the Valris Foundation. The purpose of this poli-club is, as yet, unknown.

#### **Food**

- 15. The Gas House:** Known equally for their lack of atmosphere and high quality food, this restaurant enjoys an excellent noon time business, but is almost deserted during the evening.
- 16. 1776:** This small, but quaint restaurant serves food from the Revolutionary War period by fully-costumed staff. It is unlikely, however, the founding fathers used quite as much kelp in their main dishes.
- 17. Chez Tordo:** Open only for dinner, this restaurant has a three month waiting list for a dinner seating. Why diners want to wait that long for a table is puzzling, as the food is average at best and the atmosphere is peaceful, but bland. Only the prices are out of the ordinary, tipping the top end of the arcology's scale.
- 18. The Blueberry Field:** This small restaurant appears to be a converted 1950 railroad diner car. With limited seating, food here is served on a strict first-come, first-served basis. The food is excellent and the prices are reasonable.

## LEVEL THIRTEEN

Level Thirteen is designated entirely as the Financial Zone of the Arcology. By Valris regulation, all corporations which transact any form of financial business within the arcology are required to maintain a branch office on this level. This branch must allow complete access to all records pertinent to transactions conducted within the arcology. Not only does this policy make financial audits easier to conduct, but it ensures the Valris Foundation and New Edison Corporation maintain a firm grip on the financial destiny of the arcology workers and any visitors who

choose to conduct financial business within the Mall. Despite the ever-present Valris Foundation financial auditors and often burdensome regulations, many financial brokers, credit services and banks find the arcology too good a market to pass up. Only the First Bank of Luna, which is owned by New Edison, is immune to the constant scrutiny focused on all institutions located on the level. Despite the seemingly unfair advantage, however, First Luna is only one of many financial competitors and has not been able to significantly alter the local banking market. Rumors of why abound, but most speculate the local branch is simply mismanaged. Competitors realize that an aggressive marketing effort on the part of First Luna, coupled with New Edison's vast corporate resources, could give the institution a strangle-hold on banking not only at the arcology, but in the western section of the Chicago Sprawl as well.

This level, and all the levels above, are organized much like a typical office building, only on a slightly larger scale. Institutions maintain a suite of offices, meeting rooms, and associated facilities according to the individual needs of each corporation. Scattered throughout the level are a wide range of small food and drink kiosks which are licensed to provide refreshments to workers taking a short break. Individual offices are widely varied in their decor, but the bulk of the level's hallways remain a uniform, mind-numbing white.

To those not accustomed to the high tension of big stakes corporate finance, this level can seem very oppressive. The stress and strain caused by the flow of millions of World Dollars has taken its toll on more than one overextended junior executive or corporation. If tension runs high, however, passion and greed runs higher. Smiling financial sharks lurk everywhere, ready to snap at the first sign of weakness in their opposition.

All institutions of this level maintain a number of automatic teller machines and transaction offices throughout the Mall. The number of locations and the scope of services provided are primarily limited by the size of the arcology branch office and the type of service provided. The automatic teller machines are by far the most common, with corporations normally offering at least one station per level of the Mall. However, because the arcology works on a cashless basis, these stations are primarily used to process loan requests and handle credit concerns. So called "fast-loans" are processed

immediately by the institution's computer and the results are instantly updated to the client's credichron. Needless to say, all these machines require an authorized credichron to operate.

The other major business run by these institutions is the lease of temporary credichrons to sprawl dwellers shopping at the Mall. These individual banking centers are allowed to process cash transactions for the purpose of renting a credichron. Sprawl dwellers rent the credichron and pay to

have money placed in a temporary account accessed by credichron. Shopping transactions are then subtracted from this temporary account. When the shopper leaves, the remaining cash from the account is returned, minus the appropriate service fee.

## Notable Businesses and Zones

### Financial Zone

A collection of banking, credit services, and financial brokerage institutions which serve the members of the arcology by providing financial assistance as needed.

### Banking

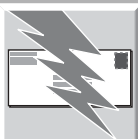
**Interstate Commercial:** The largest bank in the arcology, this institution was the second bank allowed into the arcology. They compete directly with the First Bank of Luna on a number of programs, but New Edison has not balked at competing head-to-head with this banking giant.

**First Bank of Luna:** This bank is wholly owned by the New Edison Corporation. As a result they can do almost anything they desire in the arcology without fear of reprisal. Stiff competition by Interstate, however, has kept the bank on its toes, causing analysts to wonder if something isn't happening behind the scenes at Luna.

## WORLD COMP

**GLOBAL WARMING  
SYMPOSIUM  
DISRUPTED BY HOT  
HEADED PROTESTERS**

**500 MOVIEGOERS  
VANISH AFTER  
ENTERING BOGOTA  
THEATER FOR LATEST  
LOVECRAFT RELEASE**





**Peoples Trust Corporation:** The third member of the arcology banking big three, this bank is the most aggressive in pursuing the customer. They are easily the most visible, with advertisements throughout the arcology as well as the Chicago Sprawl. They, unfortunately, lack the size and corporate backing to compete with Interstate and Luna across the board.

### Credit Service

**Household Finance Corporation:** This company has been the leader in credit services for over one hundred years with easy credit and polite advisors. If a customer appears to be headed toward a default, however, they respond with ruthless efficiency, seizing assets and freezing accounts.

**Missouri Finance:** Never as big as HFC, most consumers place the two in the same category, although Missouri is a little more selective in processing its loans and slightly more compassionate in searching for defaulters (who may actually live through the experience).

**Easybucks:** Located virtually everywhere in the Midwest, this corporation has made getting a loan much like buying a used car. Fast talking salesman in plaid coats and striped slacks whine, cajole and browbeat customers into loan packages with alarming frequency.

**Lake Michigan Credit Union:** A credit service company for members only. This company requires annual membership dues in return for lower rates and a more forgiving collection department. As the members have some say in the running of the union, the company has earned a reputation for occasional leniency.

### Financial Brokers

**Gunderson & McCurdy:** This company has the honor of managing the assets of Samantha Valris Morton and three members of the Valris board of directors. A conservative agency, this company has provided slow, but constant, gains for clients in each of the last ten years.

**The Phoenix Agency:** This company has made its mark in the financial arena by taking some dangerous chances with customer money. In several instances they have watched the market soar to unexpected heights, bringing instant wealth to the clients, but occasionally they post large losses. Most analysts agree it is only a matter of time before the company gets caught short by angry investors and is forced out of business.

**Agee-Hawley-Roemer:** The oldest brokerage firm in the city of Chicago, this company has suffered from a series of bad bond investment ventures. The resulting losses have almost broken the company, which must generate income soon if they are to remain in business.

### LEVEL FOURTEEN

This level is devoted to the corporate offices of small businesses which conduct their transactions at the Mall. From these small suites, up-and-coming businesses make their plans on how to get a jump on the competition or acquire new assets. Most of the businesses and shops which operate in the Mall conduct the majority of their operations which directly support local sales from the back of their mall stores. Some businesses, however, require additional room to operate due either to the size of their corporation or the lack of adequate space at the selling point. In addition to the small companies which have located on this level because they need more room to operate, several of the corporations operating on this level own and operate multiple sales sites. Although none of the businesses in the Mall operate more than one store at the arcology, some firms have multiple branches in the Chicago Sprawl. By locating their corporate offices in the arcology and directing their entire corporate effort from the Mall, these companies have immediate access to all of the support services needed by a corporation.

Space on this level has been reserved for years and the waiting list for new occupants grows every week. As is the case on all levels of the Mall, floor space on this level is very expensive to rent and the corporations which operate on this level receive no additional income

to offset the expense of running the office. This means their stores in the Mall and the Chicago Sprawl must be very successful to support the additional square footage.

This level is often called the Dealing Hall by cynics and detractors of the arcology because of the number of swiftly signed deals which are conducted here every day. Other corporations of the Chicago Sprawl understand the companies which are located on this level are successful merchant enterprises whose stores have stood the test of time

(at least long enough for their name to be moved to the top of the waiting list). These successful ventures are just the type of companies a manufacturer would like to have selling his product. As is the case with many

## WORLD COMPEAX

**SASKATCHEWAN CURLING  
LEAGUE CATCHES EYE OF  
ORGANIZED CRIME  
KINGPIN**

**SUPREME COURT RULES  
EMBRYO BELONGS TO  
SURROGATE MOTHER'S  
3RD COUSIN —  
"IT'S A LONG STORY"  
SAYS JUDGE**



businesses, success breeds additional success. Once a company opens an office on this level, the firm has a ready-made list of prospective supporters and suppliers. If the firm continues to be successful, the list will continue to grow.

Manufacturing sales representatives are a common sight in the corridors of this level as they travel from suite to suite attempting to get a sales contract with firms. If successful, this contract allows the business to sell the manufacturer's product. Merchants are always looking for next year's hot items, but sometimes they must be convinced the hot sales item they are looking for is sitting right in front of their noses. Factory reps, therefore, are among the most aggressive salesmen in the sprawl. They understand they are trying to sell to salesmen and that makes their job doubly difficult. Once the negotiation process has begun, most of these individuals will go to any extreme to finalize the deal, offering whatever the merchant wants or needs to carry their product. Gifts or bribes are part of everyday business on this level.

Clerical and sales employees working on this level are among the wealthiest individuals of their social class because they supplement their weekly income with a healthy dose of factory-sponsored graft. Although some individual companies prefer not to take part in this process, most employees are quick to take the bait and help the factory sales rep get his foot in the door. Despite an occasional firing, most Mall merchants on this level look at this practice as a benefit for their employees which does not directly cost them any money.

## LEVEL FIFTEEN

Level fifteen of the Mall is devoted entirely to the New Edison Corporation. From this level, workers oversee corporate operations in the Chicago area and attempt to maintain control of the Valris Foundation. All operation and production requirements for the Arcology Proper and the Mall, which must be provided by New Edison, are processed by workers on this level. In some ways, the workers of this level duplicate the work done by the Valris Foundation on level seventeen. This practice of checking up on the Valris managers often puts the New Edison workers at odds with their Valris Foundation counterparts, who are ultimately responsible for the operation and productivity of the arcology.

This level always seems slightly depressing to employees coming here from other levels or departments. The workers of this level often describe themselves as little more than glorified stockroom clerks who, abandoned by their corporation, are forced to take orders from upstart Valris Foundation managers. In reality, the workers of this level provide much more assistance than this and are responsible for much of the success which is given to the arcology as a whole.

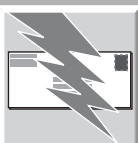
Because the staff of level sixteen handles all the New Edison Branch tasks and work routings for the smaller corporate offices of the region, the workers of this level can concentrate on the Chicago Sprawl and the immediate surrounding area.

The employees, though small in number, have some of the most widespread power in the sprawl. They are directly responsible for New Edison operations in the Chicago area, including the recruitment, deployment and training of the New Edison Guard and Troops. Their most vital role to the arcology is the coordination of the cyberspace defense which protects the arcology and New Edison's few scattered interests in the Chicago sprawl. Although neither the Troop, the Guard, nor the cyberspace force actually work on this level, the corporate supervisors manage their work from their main offices here.

In addition to the military duties of the workers on this level, the employees here are responsible for augmenting and supporting the New Edison-sponsored mayor of Chicago. Workers from the legislative and legal departments are housed both here and in downtown Chicago to keep New Edison's control of the city absolute. These departments are two of the very few in Chicago which are not under any form of control by the Valris Foundation. Managers here report directly to the home office in New York, where corporate policy and guidelines are created and altered. Although the arcology is a major portion of New Edison's interest in Chicago, the corporation is too far-sighted to place all their eggs in one basket (no matter what they say to the press and public).

Workers on this level are most often born and raised in Chicago, giving them a wide range of contacts in the local area. This practice is not a regulation, but it is a policy which New Edison attempts to follow whenever it is practical because it gives the corporation new contacts which can be immediately exploited. Despite the serious nature of the work which goes on here, employees of this level have cultivated an easy-going style and a certain cockiness which is often associated with street gang members. This attitude can probably be attributed to the considerable power wielded by the employees of this level and their familiarity with the local turf.

In addition to their duties with the arcology, the workers of this level are responsible for the management of the New Edison Training Center at the Stateville Prison Farm near Joliet and the aerospace research facilities at O'Hare Aerospace port. These two facilities are all that remain of the dozen locations which used to be occupied by the corporation prior to the opening of the arcology. The remaining electronic production and development facilities have all been moved into the production zones of the arcology where the assembly lines can be more easily protected.



The electronic research and development zones of the Arcology Proper remain the biggest concern of these employees. Extensively guarded by New Edison Troops, these small research centers are responsible for a number of breakthroughs in the electronics field. Devices created in these labs are mostly designed for the communications or satellite industry, but there are several significant exceptions. The home office has made it abundantly clear that the employees of this level will be held personally responsible should anything disastrous befall these facilities. The healthy tension and paranoia created by the home office's statement has ensured, at least for the time being, that employees remain highly motivated to do their jobs to the best of their ability.

### **LEVEL SIXTEEN**

This level is owned by New Edison and is used to conduct all branch operations coordinated at the Chicago facility. Along with the facilities of level fifteen, this level houses the corporation workers and equipment which allows the Megacorp to function at its best. Because Chicago is a principal branch of the New Edison corporation, the workers of this office are responsible for the coordination and development of the smaller offices within the region. The employees of this level are responsible for coordinating the work of the numerous field offices which fall under Chicago's jurisdiction. Cities which fall under local control, and therefore report to Chicago, include Minneapolis, St. Louis, Kansas City, Indianapolis, and Denver.

The workers on this level are primarily involved in overseeing the operations of the branches in these cities and other smaller field offices. The employees process the daily sales and financial reports from the remote locations and forward the information to the corporation headquarters in New York. Most of the corporate operations conducted at these remote sites and controlled at Chicago involve electronic component production and distribution, although the offices in Denver and Kansas City are also heavily involved in energy distribution, which is primarily controlled by the Dallas branch. Communications, including the fabrication of communications hardware, the development of software, and the construction of communication centers is another prime area of responsibility for the region, especially at the St. Louis office. Many of the product and section managers at this office have risen to their position because of dedicated work in other remote offices. Promotion to a major branch office such as Chicago is always viewed by career corpsers as one more step on the path to New York.

This promotion practice means the average manager in Chicago has had numerous years of training outside of Chicago prior to stepping into his current position. The newly promoted executive often enters the Chicago branch without significant business alliances or the knowledge of how business is conducted at a major branch. Although this is not always the case, these newly-transferred managers tend to be a little more

jaded to the woes of their fellow man than the average corporate employee and slightly more aggressive in pursuing their career.

Most of these managers come from privileged backgrounds and are busily engaged in making a better, or at least more profitable, life for themselves and their families.

The workers on this level, because of their areas of responsibility and the New Edison operational organization in Chicago, have little or no direct contact with the employees of the Valris Foundation. When the construction was initially planned for the arcology, the separation of New Edison employees was an absolute requirement of Arleen Valris, although none of her assistants at the time knew why. Once the Valris Foundation became a reality, it became obvious why the requirement was put into place. As both New Edison and Valris Foundation employees would have management authority and responsibility, the arcology, as well as the corporate region, needed a clear chain of command. By separating the New Edison managers and their responsibility from the Valris Foundation's area of authority, much of the confrontation could be avoided. Because they are rarely, if ever, forced to work together, Valris employees and New Edison workers operating on this level tend to get along very well together. The same cannot be said for the New Edison workers of level fifteen, who are required to work with the Valris Foundation on a regular basis.

### **LEVEL SEVENTEEN**

This level is the coordination center for all operations involving the New Edison arcology. Staffed entirely by employees of the Valris Foundation, this level is the nerve center for the Mall and the Arcology Proper. Office sections for Foundation workers are grouped by department as well as by type of work to provide an efficient work environment. Employees working on this level for any length of time get used to the barely-controlled chaos which arises from running the huge arcology. Many visitors to this level are under the mistaken assumption this is the main office of the Valris Foundation. Although understandable, it is untrue. Great effort has been taken by the Foundation to make it seem as though all the work carried out by the Foundation is performed here, but much of the activity which does not deal directly with the operation the arcology is performed on the eighteenth level.

Most of the workers on this level work either in a large "bull pen" or in a small cubicle. Bull pens are large, open rooms which contain a desk and computer workstation for each employee. Desks are arranged side by side, in rows stretching from the north wall to the south with small isles between every fourth desk. Although there is no privacy afforded by this work environment, it does foster a sense of corporate commitment and unity among workers doing the same types of tasks. In addition to a direct departmental supervisor, each worker in the bull pen is responsible to the work center director.



This director works from a small office or cubicle near the bull pen and is responsible for the overall productivity of the workers in his area. Despite having to serve two masters, many workers do not perceive reporting to this director as a problem. If the director is good, he will ensure that the workers have the required supplies and equipment to do their tasks. He is not the manager of the workers, only a supervisor.

Despite some initial growing pains, this work method has proved to be very successful at Valris, cutting down operating costs and increasing profits. Many workers, in fact, decline the chance to move to other areas or departments if they are required to work in a cubicle. These cubicles are small office work areas with a desk and computer workstation bounded by a wall two meters tall. These interchangeable wall sections can be quickly disassembled and rearranged to form new work groups if necessary. Although cubicles provide some measure of privacy, they do not allow the privacy of an office and they tend to isolate the employees from their co-workers.

Middle level managers normally work from small offices constructed along the outer walls of the level. Even though these offices do not have a direct view of the outside, they are considered a primary perk of any promotion as they allow a degree of privacy and a secure work place. Managers are free to customize their office space, a benefit uncommon in the normal corporate work environment.

Upper-level managers and corporate executives who work on this floor are also quartered in these offices, although their allotted space and equipment is much better. Most of these executives have at least one assistant and one or two personal secretaries. The job of executive assistant is considered the pinnacle of clerical advancement. This individual performs many of the mundane duties required by the executive. Persons in this position must be intimately familiar with the workings of the Valris Foundation and have a keen eye for detail. For the few who meet the rigid standards of the position, the pay and benefits are excellent. Many have private offices and their own secretary, in addition to the resources available to the executive they serve.

Additional corporate space for things such as meeting rooms, conference halls and auditoriums are grouped near the center of the level, providing easy access to all workers. Workers often use these areas for special projects and work space to handle tasks which require an additional level of security or concentration. Departmental meetings and staff briefings are also carried out in these rooms as needed by the upper level executives.

Break rooms and employee lounges are also grouped near the middle of the level. These areas are not as spacious or well-appointed as the workers would like, but the facilities are excellent by most corporate standards. Workers can bring their lunches and take short breaks in these areas to unwind during the day. Snacks and cold drinks are also available for a modest fee.

## LEVEL EIGHTEEN

This level houses the main offices of the Valris Foundation. Although the Foundation is mainly involved with the operation and promotion of the arcology, it also has a number of other financial interests in corporations around the world. From the eighteenth level of the arcology, the President oversees this mostly silent empire. Much of the activity which transpires on this level is kept under lock and key. Visitors are rarely admitted to this level. Those who are allowed to enter this inner sanctum, however, are treated like visiting royalty.

The main focus of this level is the President

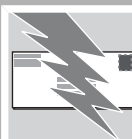
Office Suite, which is located in the center of the eastern portion of the level. This complex of offices is the main control room for the Valris Foundation. The suite is dominated by the President's office and the board room. From these two rooms, which are directly connected by a short hallway, comes the majority of Valris Foundation policy and direction. When the Management Team is in session, the offices near the board room are all used to support the individual members of the team. Assistants and clerical workers are placed at the beck and call of the Management Team to provide them with the information they need to make critical decisions. If the Management Team is not in session, the majority of the offices are lightly staffed with the workers necessary to assist the President. Although these workers operate at a hectic pace, it is nothing when compared to the frenzy of activity required to support the Management Team. If the President is also away from the arcology, this suite will be staffed by the President's assistants and personal clerical staff, who handle routine assignments during the President's absence.

The majority of the work handled in this suite revolves around expanding the Valris Foundation financial portfolio. The president is usually not directly involved in running the arcology, although he is ultimately responsible for its continued successful operation. The President's main responsibility is to expand the

## WORLD COMP

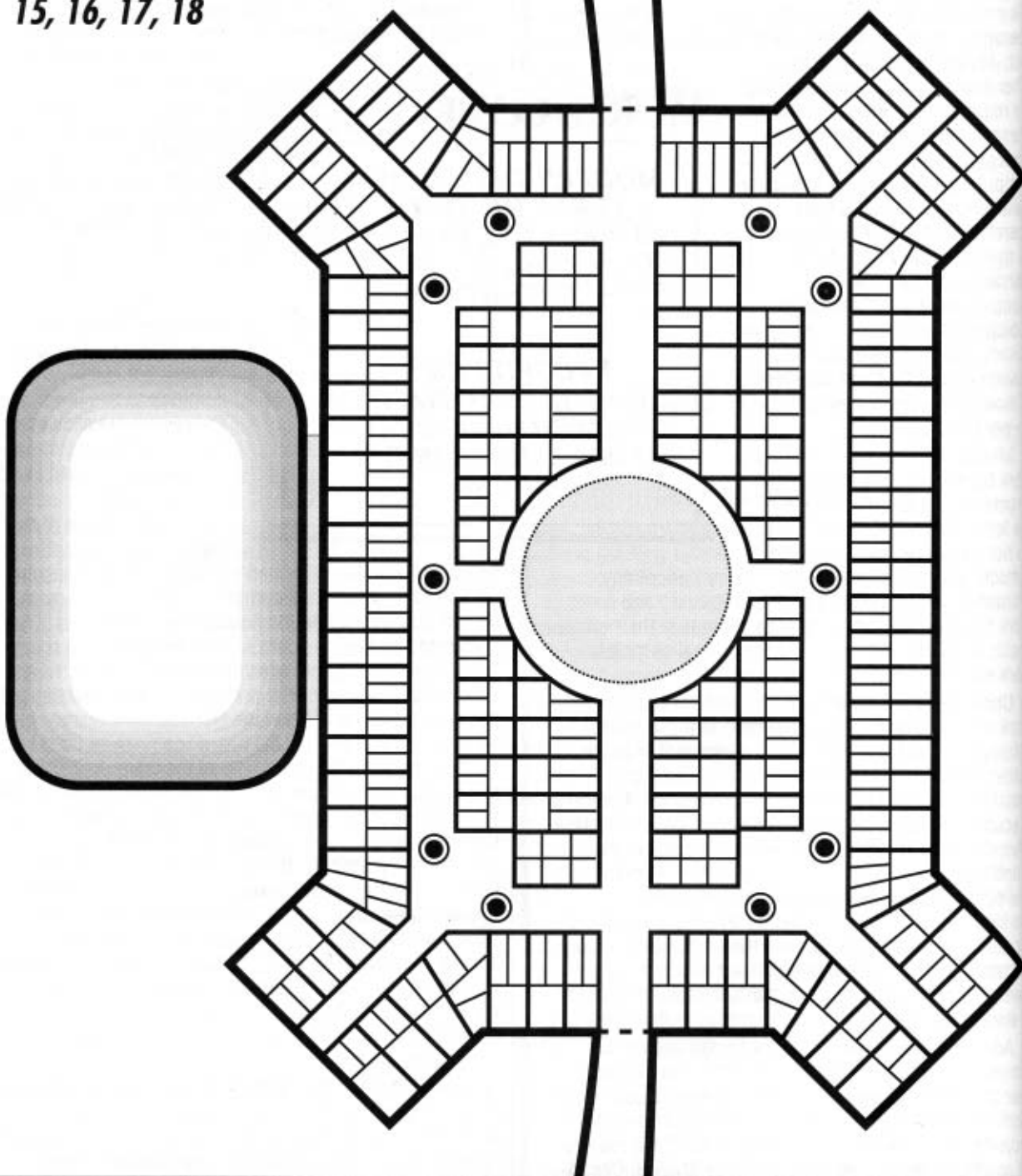
**MODERN-DAY GODIVA  
TURNS HEADS IN TIERRA  
DEL FUEGO LEPER  
COLONY — 13  
FATALITIES REPORTED**

**RECORD TIDES  
CONTINUE TO WASH  
GLOWING CHEMICAL  
BLOBS ASHORE IN BAY  
OF FUNDY**



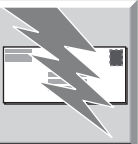
**NEW  
EDISON  
MALL****Levels 13, 14,  
15, 16, 17, 18**

1 inch equals 50 meters





8:16AM  
THUR  
9  
MARCH



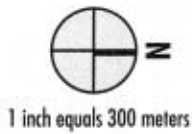
Chicago  
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Library

Long  
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Switchbox

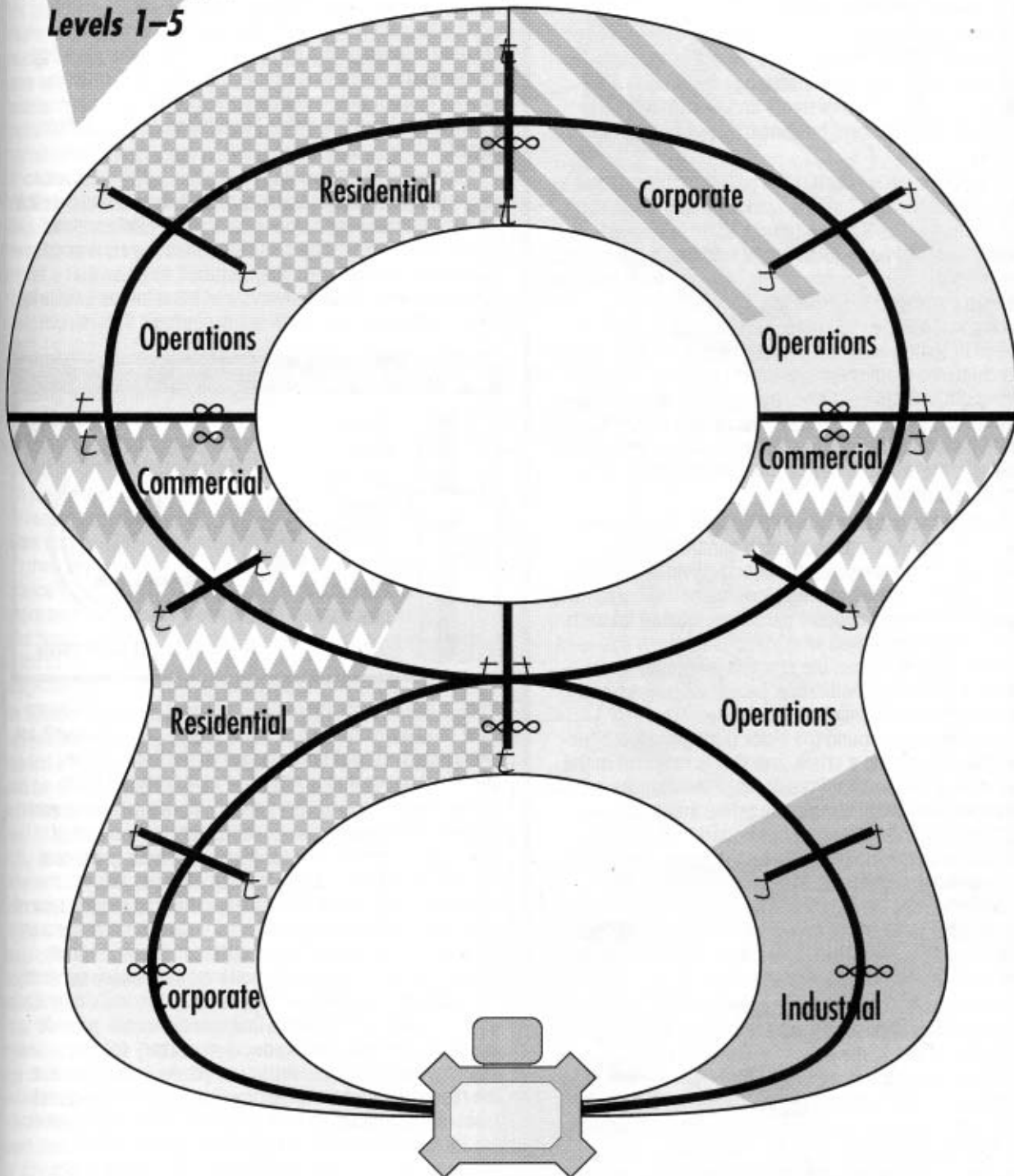
WORLD  
COMP



## NEW EDISON ARCOLOGY *Levels 1-5*



**KEY:**  
Main Tramway: —  
Vertical Access: t  
Service Core: ∞





Foundation's assets and keep it on firm financial footing. World questions and their impact on the Foundation are resolved in this office. Ties with New Edison, other Megacorporations and the few remaining nations which wield any political power are strengthened and exploited by the direction of the President. Although the President may not be aware of many of the details involved in the day-to-day operation of the arcology, he is well aware of the arcology's place in the world.

At the opposite end of the level is the office suite of the Executive Vice President. Because this individual is responsible for making the arcology function in an efficient manner, the assistants and clerical workers employed here are kept busy nearly twenty-four hours per day.

The pace here is much more constant than at "the other end of the hall," as the workers like to term the Presidential Office Suite. Although there is a never-ending series of tasks to be performed and a general state of crisis during much of the time, the workers here seem to cope with the problems and deal with them as quickly as possible. The personality of this portion of the level is determined by the EVP. If the current EVP is quiet and calm, the employees will mirror that attitude and handle difficult situations as they develop with a minimum of hassle. If the EVP is a reactionary leader who sends his assistants out to track every loose end in the arcology, the workers have a much more difficult time in performing their duties.

Each of the departments of the Valris Foundation is run from this level, although each department also has a work area on the seventeenth floor. Individual department Vice Presidents maintain control of their areas with a host of high level support personnel located on each level. For the executives who manage to reach this level of authority and power, the rewards are nearly endless, but so are the responsibilities. Senior executives and many members of their immediate staff are often required to work around the clock during peak production times or during a crisis, and this is reflected in the offices of all of the Vice Presidents. These offices are all furnished with small sleeping quarters and a private study or conference room. These quarters are often referred to as the inner offices by the junior executives of the Foundation. Meetings held in one of these inner offices is always considered to be off the record, no matter what the topic of conversation or decision. Being summoned to a Vice President's inner office is usually a sure sign of promotion or termination.

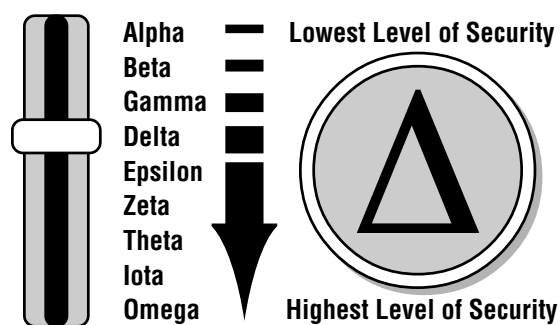
Also housed on this level are the Mall helicopter and aircar facilities. Shielded from the roof by layers of insulation, most of the activity required for VTOL landing and flight operation is accomplished from a small group of offices in the northeast portion of the level. Only one of the elevators, the executive car, can provide access to the roof from this level. All other elevator cars bypass this level and travel directly to the seventeenth level, in the case of corporate cars or they travel straight to the twelfth level if the car is carrying well-to-do shoppers.

## 4.2 ARCOLOGY PROPER

The lion's share for the floor space of the arcology is taken up by the Arcology Proper. This section of the arcology contains all of the residential, commercial, industrial, diplomatic, corporate, and operational zones. Each zone is designed to provide one of the basic functions required by the arcology. The lives of the workers are strictly controlled by these zones, with access to each zone strictly limited by a worker's security clearance and occupation. Life in the Arcology Proper is designed to be very controlled and orderly. Deviation from this order can often result in severe reprimands from the Valris Foundation or New Edison Guard.

Each zone in the arcology is color-coded to provide easy identification for workers and visitors alike. On each hallway wall and each door is a colored circle with a single letter inside. The color identifies the zone and the letter gives the security level required to enter the particular area. Most hallways and elevators are security level Alpha, although there are exceptions to this rule.

### Security Levels



Rooms are coded differently, but most have a clearance level ranging from Beta to Zeta. Higher security levels are uncommon, except in the research sections of the industrial zones and upper level corporate sections.

Most of the five corporate zones are present on each of the arcology's fifty levels, although the amount of floor space occupied by each level differs a great deal. The different levels of the Arcology Proper are, for the most part, very much alike. They differ only in the type of work done at each production zone and the arrangement of the different zones. These different zones are intermingled on each level to provide the necessary services for residents. Residential zones house the individual workers and their families. Commercial zones provide the basic services and products necessary for the arcology residents. Industrial, or production zones are the reason behind the arcology. All manufacturing and research is conducted in these zones. Diplomatic zones are for the private use of corporate guests of the arcology, who can conduct their business in privacy. Corporate zones are reserved for New Edison use only. They are off-limits to non-authorized personnel. Opera-

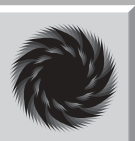
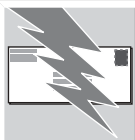
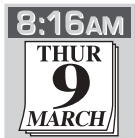
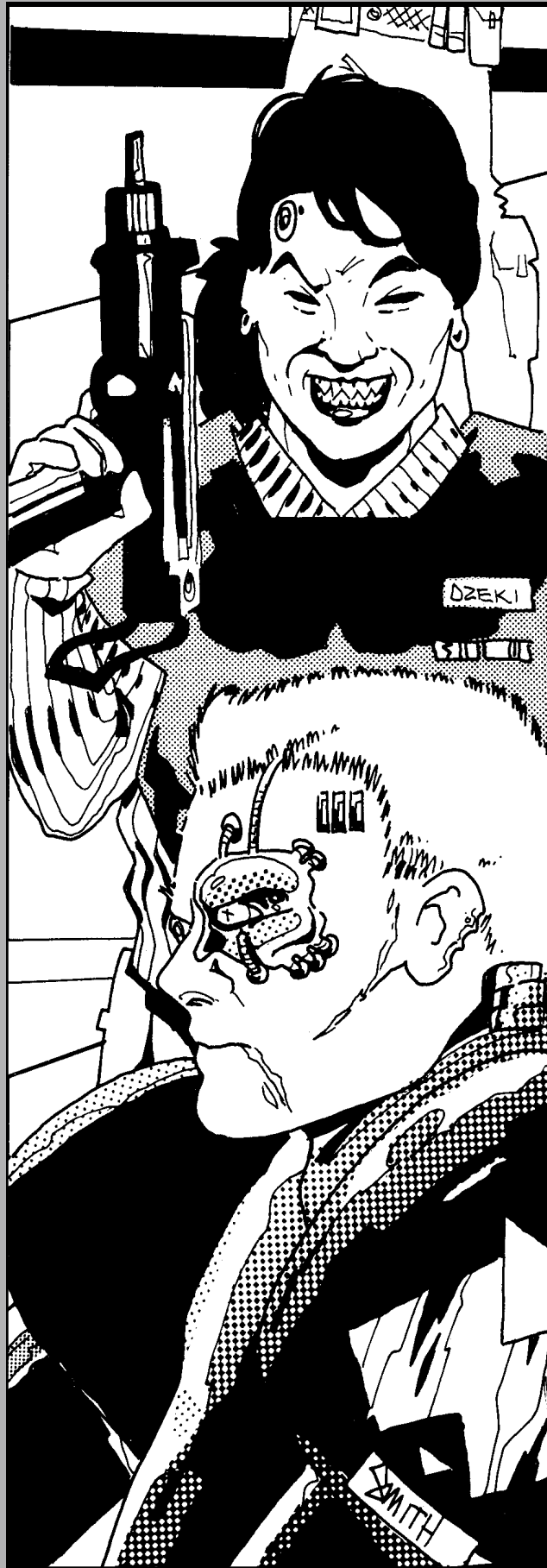
tions zones provide a host of services for the arcology and are necessary for continued operations. Finally, the black zones are located in the basements beneath the arcology.

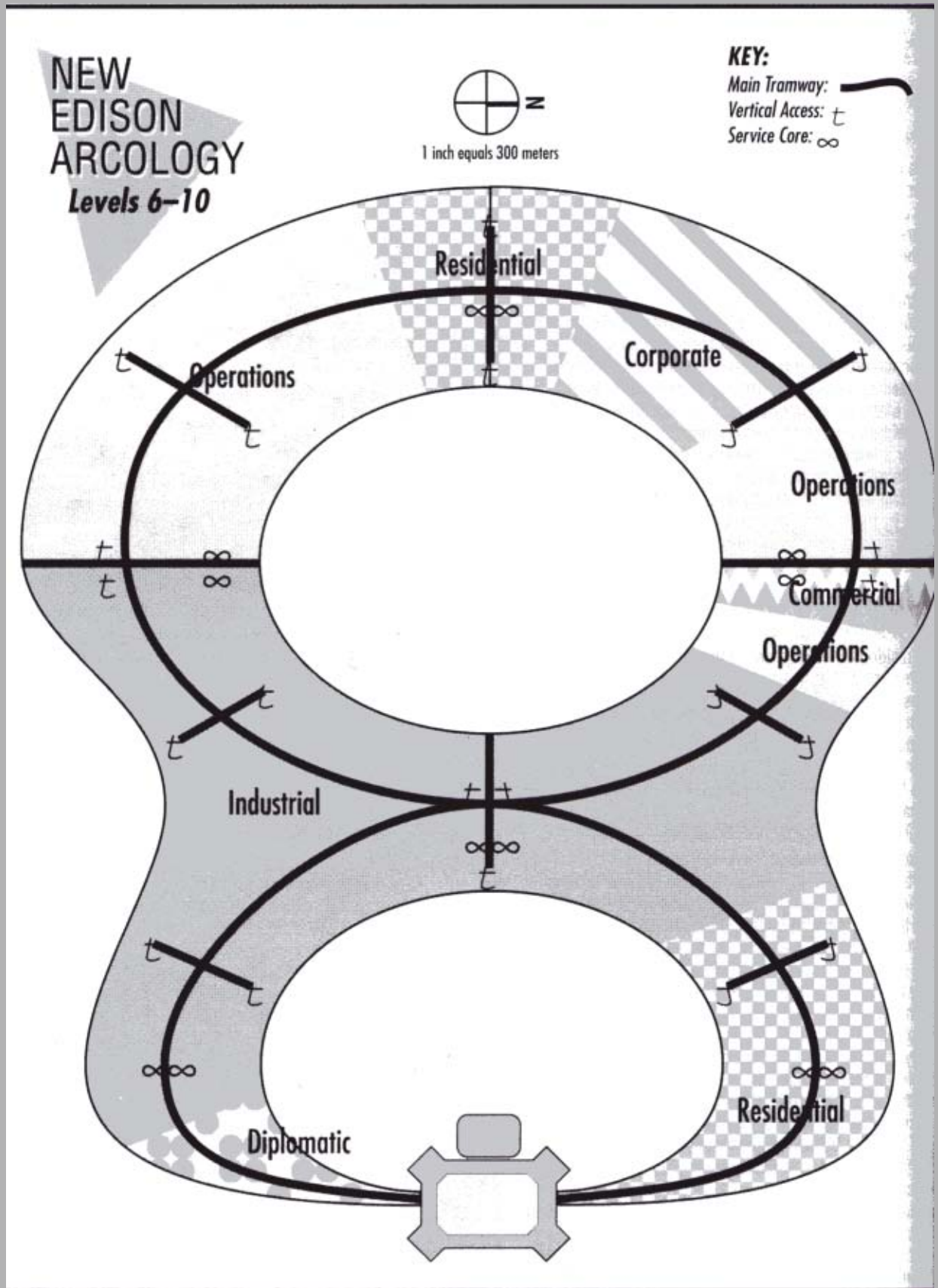
## RESIDENTIAL ZONE

The residential zones of the Arcology Proper take up the second largest area in the arcology. The residential zones are divided into neighborhoods which group workers of similar professions into basically equivalent housing. These neighborhoods tend to be roughly square in area and are surrounded by commercial and industrial zones. Each neighborhood, or block, as it is sometimes referred, forms a basic control unit for administration. Blocks are numbered by level and location for recording purposes, but most residents name their blocks to give them a more comfortable feeling. Many residents begin to feel a certain sense of ownership and commitment to their blocks after living there for a few months. Their neighbors are, for the most part, of similar views and ideals, making some amount of bonding natural. These feelings are encouraged, up to a point, by the Valris Foundation. Neighborhood activities are encouraged, as are group activities such as competing in sporting events and group trips. Hostility is not unheard of between blocks, but these confrontations are primarily limited to clashes in amateur sports such as indoor soccer and basketball.

All residential blocks are color-coded Blue, but blocks often require different levels of authorization to enter. Visitors and workers traveling to residential sections other than their own must have Alpha level security clearance to enter the blocks which house industrial workers and clerical staff, Beta level clearance to enter blocks housing lower and middle level management, and Gamma to enter the neighborhoods of upper level management and key technical support personnel.

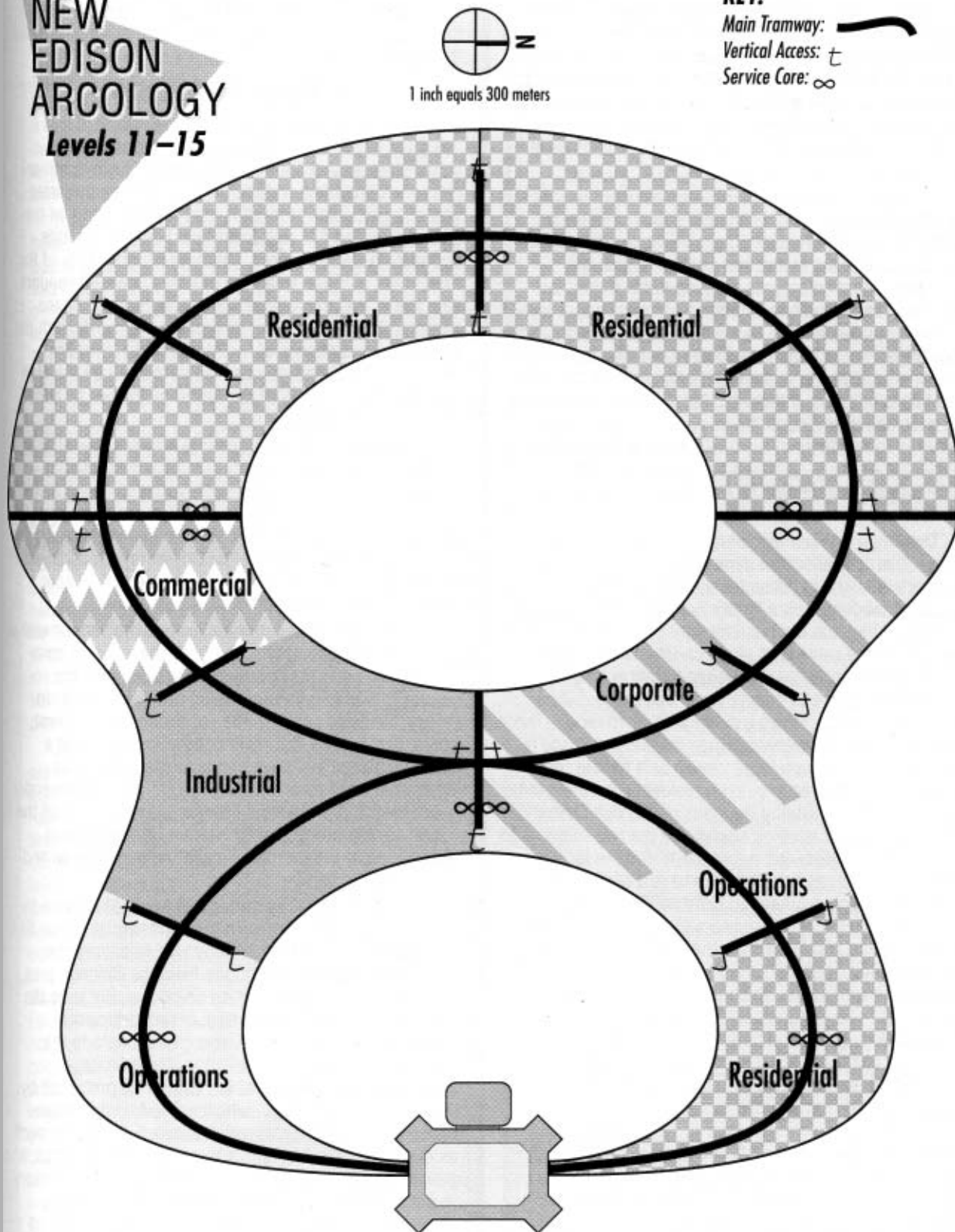
In addition to the dwellings of the workers, residential zones are also used to house the New Edison Troops stationed at the arcology. The quarters for these soldiers would be considered Spartan by most, but they are much nicer than the quarters these soldiers are accustomed to receiving. Access to Troop residence zones is strictly prohibited to all non-military personnel. Even residents with the required security clearance cannot enter one of these zones unless authorized by the military commander and accompanied by a trooper. Though civilians tend to chaff at these requirements, the Troop has managed to keep this regulation in force. It is interesting to note that members of the Guard, though part of the New Edison military, are considered civilians to members of the Troop. They are placed under the same civilian restrictions by Troop officers until the individual Guard has proven he is more than a weekend warrior. Although it is not a fair practice, troopers have looked down their noses at the member of the Guard ever since the two units were created.







## NEW EDISON ARCOLOGY *Levels 11-15*



Because security clearance is automatic for levels lower than a worker's authorization, workers with Gamma clearance can freely travel into or through the blocks with clearance levels of Beta and Alpha. On the other hand, workers with lower levels of clearance do not have that luxury. This often means these workers must detour around sections of the Arcology Proper to get to their final destination. This also means these workers are barred from zones, elevators, and access areas. Nowhere is the caste structure of the arcology so obvious as in the area of security access.

A typical block will frequently contain from twenty five to fifty residential units. Each unit is the home for a single family or individual. Space varies greatly depending on the workers status and position within the company. Most employees working in the industrial sections live in blocks with fifty residences. Upper level managers, however, live in blocks with only three or four dwellings. Blocks tend to be located near the industrial areas to provide workers with quick access to their jobs, but this is not always the case. Most residential areas are also located near a commercial zone to provide basic services to residents of the block, but the standards of these commercial zones and the variety of products differs greatly depending on the residential area supported.

Dwellings within a block are very much alike. Floor space is strictly allocated depending on the size of a worker's family and his status within the company. Most arcology workers with a family live in an area of approximately 200 square meters. The floor plans for housing is very much the same with slight variations of interior walls. Single workers are required to live in smaller apartments, with 150 square meters of space. Higher security clearance allows a single worker to receive more space, but most employees agree the allotted space is not significant enough to be viewed as a benefit for promotion. If desired, however, residents can elect to be assigned a roommate by the Housing Service Department and receive housing space as if the two roommates were a family. Receiving a roommate and the location of the worker's allotted dwelling space is a chancy situation. Most single workers do not dwell in neighborhoods near their place of work, they are simply given the first open dwelling and, if desired, the first available roommate of similar security clearance and occupation. In receiving a roommate, no consideration is given to the occupants' sex, cultural background, or career track. Single dwellings are not very common at the arcology, however, and these apartments are often scattered in the less desirable sections of the arcology. Therefore, despite the privacy afforded by the single person dwellings, many workers prefer to take their chances with an unknown roommate and receive a larger apartment closer to their work place. Workers with families and a Beta and Gamma security clearance are allotted 250 square meters. Workers with Delta level security clearance and higher are allotted a minimum of

400 square meters of living area. Most of these workers make do with the lowest area, but luxury dwellings are frequent benefits for successful corporate employees. These luxury apartments can frequently contain more than 1,000 square meters of space on the upper levels of the Arcology Proper.

## COMMERCIAL ZONES

Commercial zones of the Arcology Proper are designed to provide residents with the goods and services necessary for everyday living. These commercial zones provide a wide range of products, but selection of a particular product is very limited. Many of the goods provided are sold from New Edison- or Valris Foundation-owned stores, although roughly 45% of the merchants in these areas are officially licensed vendors who live in the arcology with their customers. These commercial zones are not designed to compete with the shops and businesses of the Mall. Rather, they are designed to augment the services provided by the Mall and give the residents of the Arcology Proper an added level of convenience.

Commercial zones are open 24 hours a day, although the actual store hours of any business is strictly the choice of the owner. Businesses owned and operated by the Valris Foundation and New Edison are open from 8 am until 8 pm. Vendors who wish to sell in these commercial zones apply to the Operations Department of the Valris Foundation and begin filling out the paper work with the Human Resources Department.

Depending on the commercial zone the vendor wishes and the availability of space in both the selected commercial zone and the nearby residential zones, the vendor is placed on a processing or a waiting list. In theory, available space in the corporate zones is first come, first served, but recent allegations suggest a carefully placed incentive bonus to the Operations Department can have amazing results. When the vendor is selected and provided a license, the remainder of the paper work is processed by Human Resources and remodeling of the merchant's allotted commercial and living space is begun.

Most of the required goods and services needed by the arcology can be found in the commercial zones. The primary purpose of the arcology was to ensure the continued production of goods from the Chicago area, even in the worst of corporate situations. Because the arcology is designed to be largely self sufficient, especially in the short term, most merchants in the commercial zones are required to maintain large inventories for products which cannot be produced by the arcology itself. Food, which is produced in abundance at the arcology, is not stockpiled, but items such as electronic components, consumable housewares, and power cells must be stocked by merchants at inventory levels sufficient to provide customers with a steady supply of the items if shipments were stopped for up to six months. Storage of products is, therefore, a major

concern of vendors. Most stock must be sold quickly, especially if the product has a limited shelf-life. Most vendors of the commercial zones site inventory management as the critical area in determining whether a business will succeed or fail. The high levels of required inventory also causes a significantly higher initial start-up cost for opening a new business in the arcology. Banks and credit institutions which would normally fund a business opening outside the arcology are sometimes hesitant to back an arcology-based business because of large amount of working capital initially needed and the slower than average initial return on their investment.

This start-up problem would suggest that businesses opening in the arcology are branches of other successful business of Chicago and the surrounding sprawl, but this is not the case. The Valris Foundation requires owners of commercial zone businesses to live in the arcology, and most successful businessmen do not want to move their families into the arcology after they have established themselves in the sprawl.

Some financial assistance is available through the Valris Foundation and New Edison itself, but most entrepreneurs are justifiably hesitant to mortgage themselves to these institutions, then live under their jurisdiction. Business failure in the commercial zones is a fact that must be dealt with by the consumers and the businesses. Unfortunately, there seem to be few, if any, options to this problem which are acceptable to both Valris and the merchants.

Commercial Zones are color-coded white and for the most part, have very low levels of security clearance. Commercial zones on levels one through forty are all coded for Alpha clearance. The commercial zones of levels 41-45 require Gamma clearance and the zones of levels 46-50 require Epsilon clearance. These required levels of clearance are not because of the goods and services provided in these zones, however. Rather the clearance is required to ensure the workers of the arcology with higher security levels, and higher status, will always be able to find the goods they need in sufficient abundance. The commercial zones of the top ten levels of the arcology are generally thought to be more exclusive by the average worker, but the products available are virtually identical. There is simply less competition for the same number of goods.

Stores of the commercial zones are broken into three main categories. Each category requires a special yearly operation permit, which can be purchased from the Operations Department. The Category One permit provides the most flexibility, but is the most expensive. It allows the merchant to sell any non-food product in his assigned commercial zone. Fees and yearly license charges depend solely on the rented square footage of the store, forcing merchants to move their products as quickly as possible to pay for their size.

Category Two is a much more limited permit which allows the merchant to sell non-food consumable and items under \$100. This includes goods such as simstim chips, generic clothing, generic electronic items, housewares, small tools, toiletries, cosmetics, etc. Shops with Category Two permits often resemble general stores of the old United States, with one or two items of a particular product packed next to similar products. Category Two permit fees are based on the size of the shop and the revenue generated per month. This means that most Category Two shops, as they are sometimes called, are small stores packed floor to ceiling with products.

A Category Three permit allows the business to sell restricted items, or items normally controlled by the Valris Foundation. These items include firearms and munitions, armor, medicine, food, and liquor. A business, therefore, must carry either a category one or two license in addition to the category three license.

Items listed as restricted by the laws of the arcology are carefully tracked by members of the New Edison Guard. Some items, such as firearms, munitions, and armor are controlled because it is in the best interest of the arcology and the Valris Foundation to track the number and location of all items which could endanger the welfare of the inhabitants and the value of the property. These items require special permits to even possess, let alone to carry.

Other items, such as food, liquor, and medical supplies are tracked as a means of control over the lives of the persons living in the arcology. Most workers do not even know the Valris Foundation possesses such records, or cares about tracking such information, but they do care a great deal. Not only does the Valris Foundation ensure the quality of the product, but they can also ensure the quantity and the to a large degree, the price. This is not to say the prices for such goods are strictly controlled. Most vendors are free to set the price of the goods they sell, but Valris can impose tariffs for goods entering the arcology and provide additional tax breaks to entice the merchants to raise or lower their prices.

## WORLD COMP *FA*X

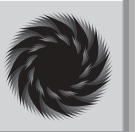
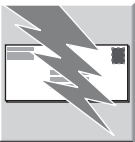
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INTERPOL INVESTIGATES**



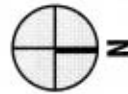
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**NEW  
EDISON  
ARCOLOGY**  
*Levels 16-20*



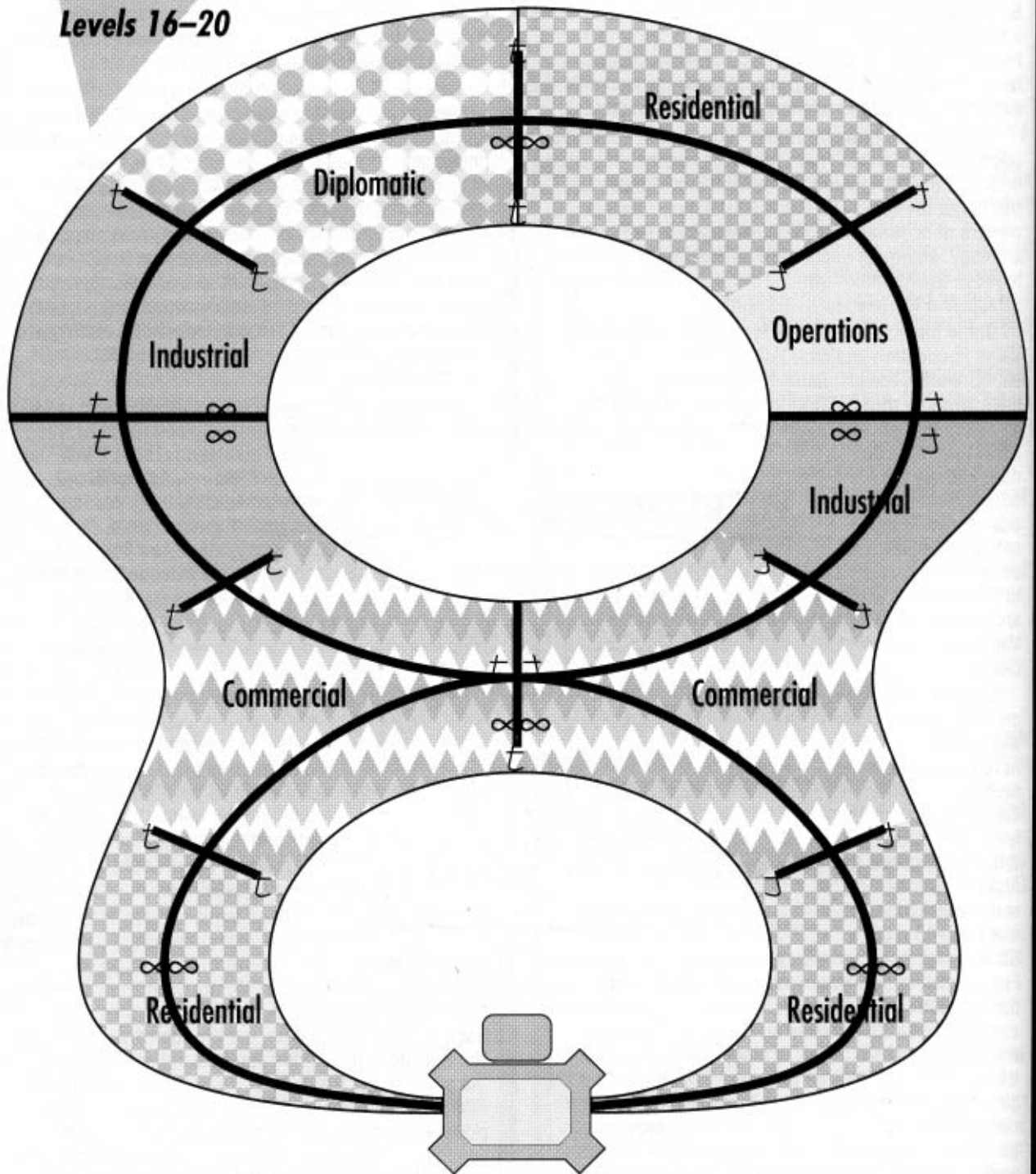
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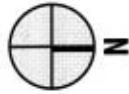
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NEW  
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Levels 21-25



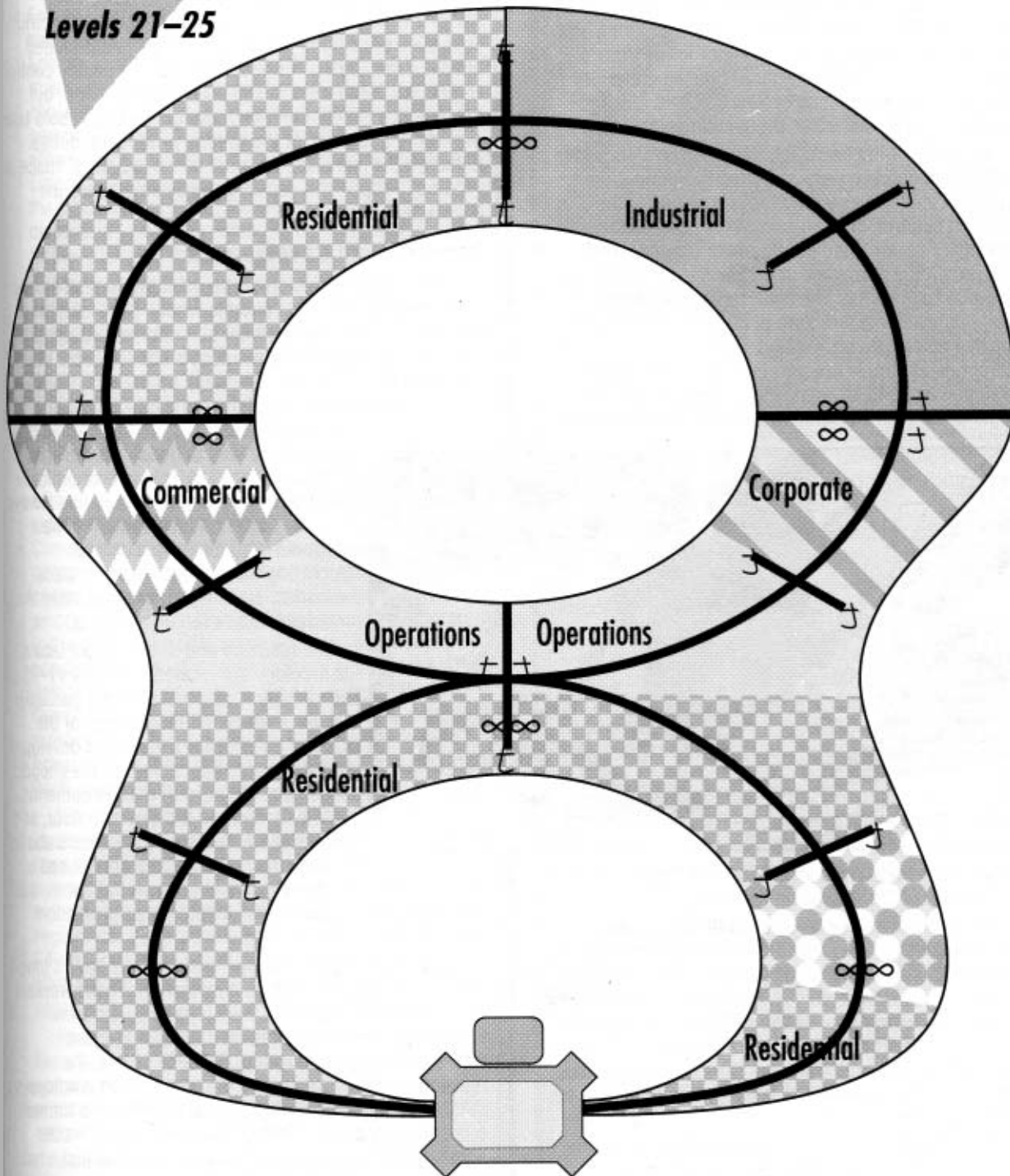
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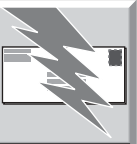
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Regulations for Category Three businesses are staggering, requiring an excellent knowledge of the Valris and New Edison business structures. For businesses which take the time to learn, however, the financial rewards are great and the competition limited, especially within a single commercial zone.

### INDUSTRIAL ZONES

The Industrial Zones are the reason for the arcology's existence. The protection of these manufacturing and research areas was the driving factor in the Viper's determination to see the facilities housed under one roof. For years, the main focus of New Edison's Chicago facilities was on electronic production and development.

As late as thirty years ago, New Edison's corporate facilities in Chicago were scattered throughout the sprawl. Laboratories were mostly confined to the western suburbs of Oak Lawn, Worth and Western Springs. Research and development facilities were housed on the north side in Buffalo Groves and in the south in Lake Forest. The main facility in Chicago, a seemingly modest structure of glass and steel, was located downtown on Ashland Avenue. The main corporate assembly line was located in Milwaukee, although by 2045 Milwaukee and Chicago had grown together to such an extent most people referred to this

### Main Production Facility

The Main production facility takes up most of the second floor of the Arcology Proper. Usually referred to as "the line," this series of production complexes produces all of the New Edison products bearing the Chicago Arcology production stamp. Though often discussed in terms of an assembly line, the main production facility is actually a series of assembly stations which produce electronic products under strictly controlled conditions. Much of the work is automated, but all of the work is monitored by human quality control engineers. Some work is still performed by hand, but this practice is becoming increasingly rare as robots take over more and more of the routine production duties. Although the line takes up most of the industrial space in Arcology Proper, this facility actually employs the fewest people.

### Research and Development

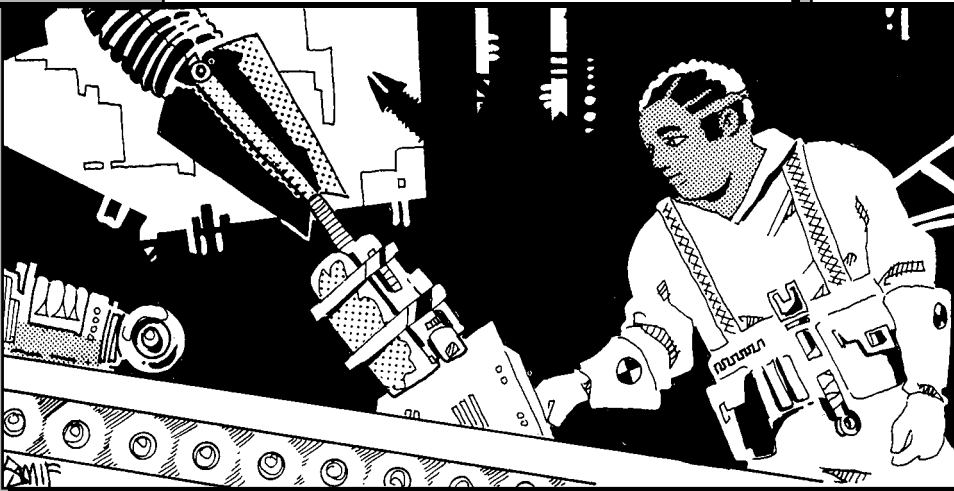
Even though inclusion of the main production facility made the arcology an economic reality, the inclusion of the research and development laboratories proved to be the deciding factor in the arcology's construction. With corporate terrorism and espionage on the rise, the New Edison corporation decided the most effective means of

securing the future of their electronic development was to house the facilities in as secure a location as was economically possible. Even though Chicago had always been the center of development of new electronic products, especially for supporting the satellite and aerospace industries, plans were drawn to make the arcology the an even bigger force.

The research and development labs of the arcology are located on levels 11–25. Each facility is responsible for a particular area of research, although most of the labs can be used for a variety of developmental projects depending on the support needed and the current market demands. Security is tight on the eleventh floor, and even more impressive on the floors above.

Because the research labs are housed on the same floor as residential and commercial zones, the labs have even higher levels of automated protection than normal.

Most of the workers in the research labs have a long history with the New Edison corporation. These workers are trusted with secrets of the Megacorp, and New Edison has a vested interest in maintaining these worker's continued devotion. Because of this, the research workers are among the best treated employees in the arcology. They enjoy special benefits and numerous company perks. Most of these employees would agree that they are very well treated, which is just what New Edison wants them to think.



midwestern metropolis as the Chicago Sprawl (much to the dismay of the Wisconsin residents).

When terrorists, believed to be backed by the Okira Megacorporation, destroyed over 75% of the production capacity of the main assembly line in 2063, the Viper began plans for the arcology. Her initial plans called for all of the industrial production centers in the region to be housed in the arcology, but planners quickly convinced her that plan was not practical. The Viper relented and the most critical production facilities were slated to be included in the arcology.

The Milwaukee facility was never repaired. Instead, the production pieces of the plant were temporarily handled by lines in Kentucky and Arizona. When finished, the arcology would resume production of all Milwaukee products but with a better facility and increased capacity.



On the down side, every one of these research employees is constantly monitored and analyzed. Most would be shocked at the detail New Edison knows about even their most private lives. This high level of observation is accomplished almost completely without the employee's knowledge. Research workers submit to the normal battery of tests and security sweeps, but in addition, all key personnel have a member of the New Edison Guard attached to their file. It is up to that particular Guard to see the employee stays loyal to New Edison. In addition to the Guard's normal activity, he will make seemingly routine, seemingly random, inquires about the employee. His financial, professional, and personal records are instantly available to the Guard, allowing observation and analysis even when the Guard cannot be in direct contact with the employee. Thus far the system has proven to be highly successful in discovering potential defectors and "discouraging" any further thoughts of departure.

Members of the New Edison Guard find this duty boring, but careers have been won and lost on these assignments. Most career members of the Guard view the duty as a necessary evil, even something to volunteer for, if the chance is available.

## Production Laboratories

In addition to the main production laboratory, the New Edison arcology houses five separate production labs for the construction of specialized equipment for satellite and communications equipment, as well as Computer processing cards. Each lab is specifically constructed to produce on type of product under a controlled, and secure, environment. These facilities are among the best stocked and best equipped laboratories in the entire New Edison corporation. Most of the construction which occurs in these labs is a result of the demanding design specification of the products. Constant human monitoring or assembly is required for most of these custom pieces. In two of the labs, however, it is the nature of the product, not the product itself, that causes the special status.

New Edison has always had a reputation of unabashed aggression. The bold moves of the company have been successful overall, not only because of the human factor at New Edison, but because of the level of technological sophistication enjoyed by the corporation. High-price, high-tech equipment has often given New Edison Troops just enough edge to perform the impossible and the Chicago Arcology is one of three locations capable of producing the necessary equipment.

Few, if any, employees not working in these two labs know just what the lab produces. Automated security and a host of guards keep the curious at bay, while constant loyalty testing ensures the employees of the lab remain under New Edison lock and key.

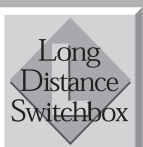
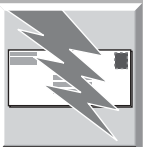
## DIPLOMATIC ZONES

There is no argument that New Edison is, if not the largest, the second largest corporation on earth. A corporation of New Edison's size can easily dictate policy to many of the world's nations, not to mention other corporations. This size and power, however, does not give the corporation the ability to act with *carte blanche*. New Edison must still, to some degree, respect the wishes of other groups of people, especially other Megacorporations, if they are to remain in business. For this reason, several sections of the Arcology Proper are set up as Diplomatic Zones.

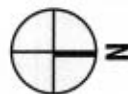
The bulk of a diplomatic zone is taken up by living quarters for the corporate officials which represent their own corporations to New Edison in Chicago and the Valris Foundation. Operating much the same way as national embassies, these zones are leased by corporations on a long term basis and, in effect, become the property of the corporation which buys the space. While in a corporate zone, the laws and customs of the host corporation are in effect. All of the corporations represented at the arcology maintain a fully operational staff complete with military honor guard. These zones operate much the same as the Aizu-Shoto Corporate Trade Zone in the Mall, but officials residing in these zones do not have the ability to sell directly to the public. Although this practice is not exactly new, it marks the first open acknowledgment by a corporation that working together is an economic necessity in the 2090s.

The Diplomatic Zones of the arcology are clustered around the 46th level of the Arcology Proper. Though these areas tend to be rather small when compared to other embassies, the work they carry on for their corporations is vital. Even in the current electronic age, there are instances when conventional communications cannot be trusted. Often the business being conducted is too critical to trust to branch staff. Complex negotiation processes rely on the placement of key people backed with staff to ensure the job gets done. During these times, a nearby embassy is critical. New Edison simply took the idea one step further and offered corporations the opportunity to keep a permanent staff in the area to handle the clerical work during negotiations and ensure constant communication with the staff of the Chicago Office.

The staffs of these embassies, in addition to their work with New Edison and the Valris Foundation, perform a number of external services for their corporations. The chief of these functions is staff recruitment in the area, but the staffs will also handle communications between their corporation and other companies in the Chicago area outside the arcology. Because these corporations do not have full fledged offices in the city of Chicago, the small embassy staff is responsible for a wide range of duties. When the home office sends a team to the Chicago area these duties are increased



**NEW  
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ARCOLOGY**  
Levels 26-30



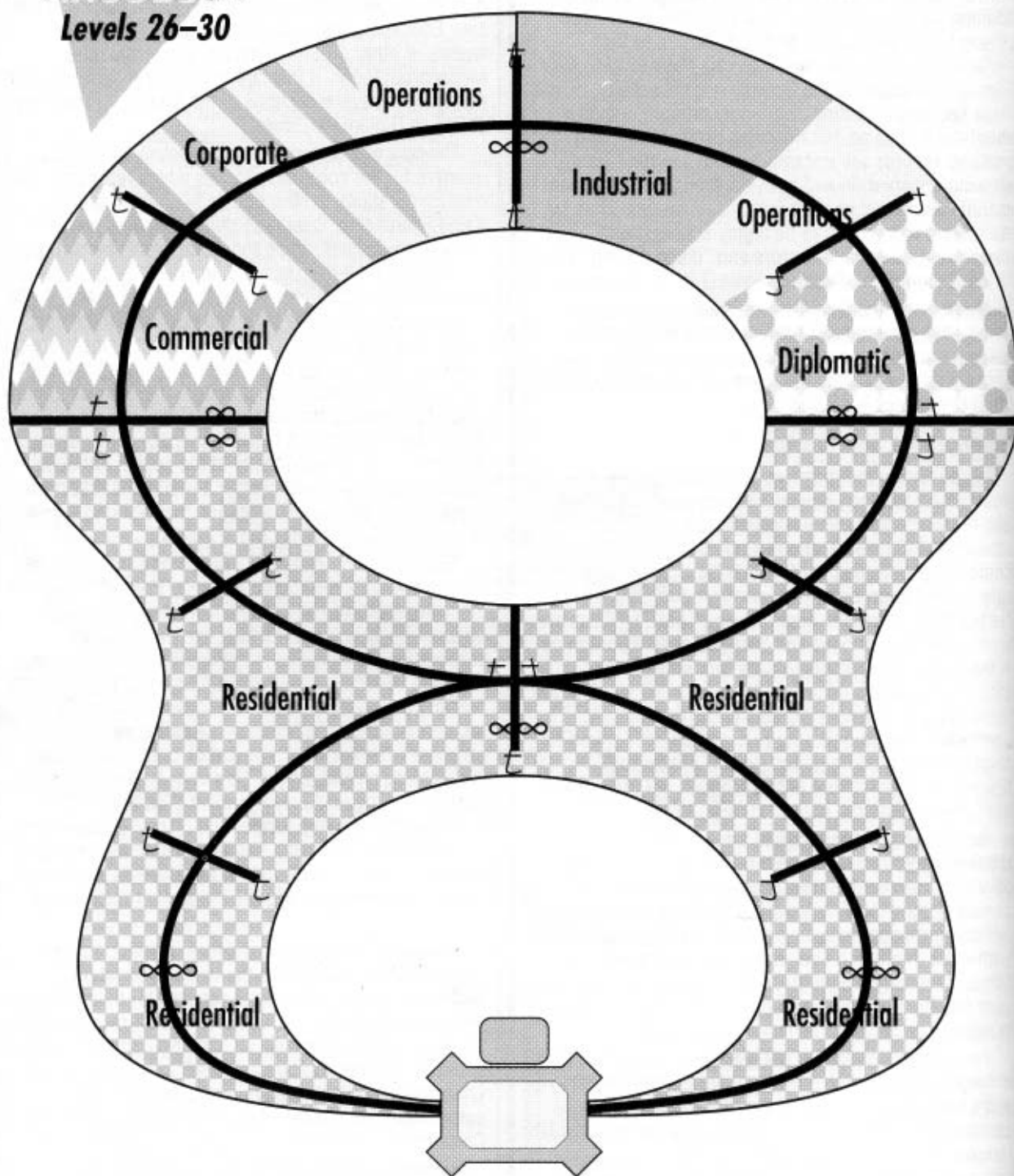
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Levels 31-35



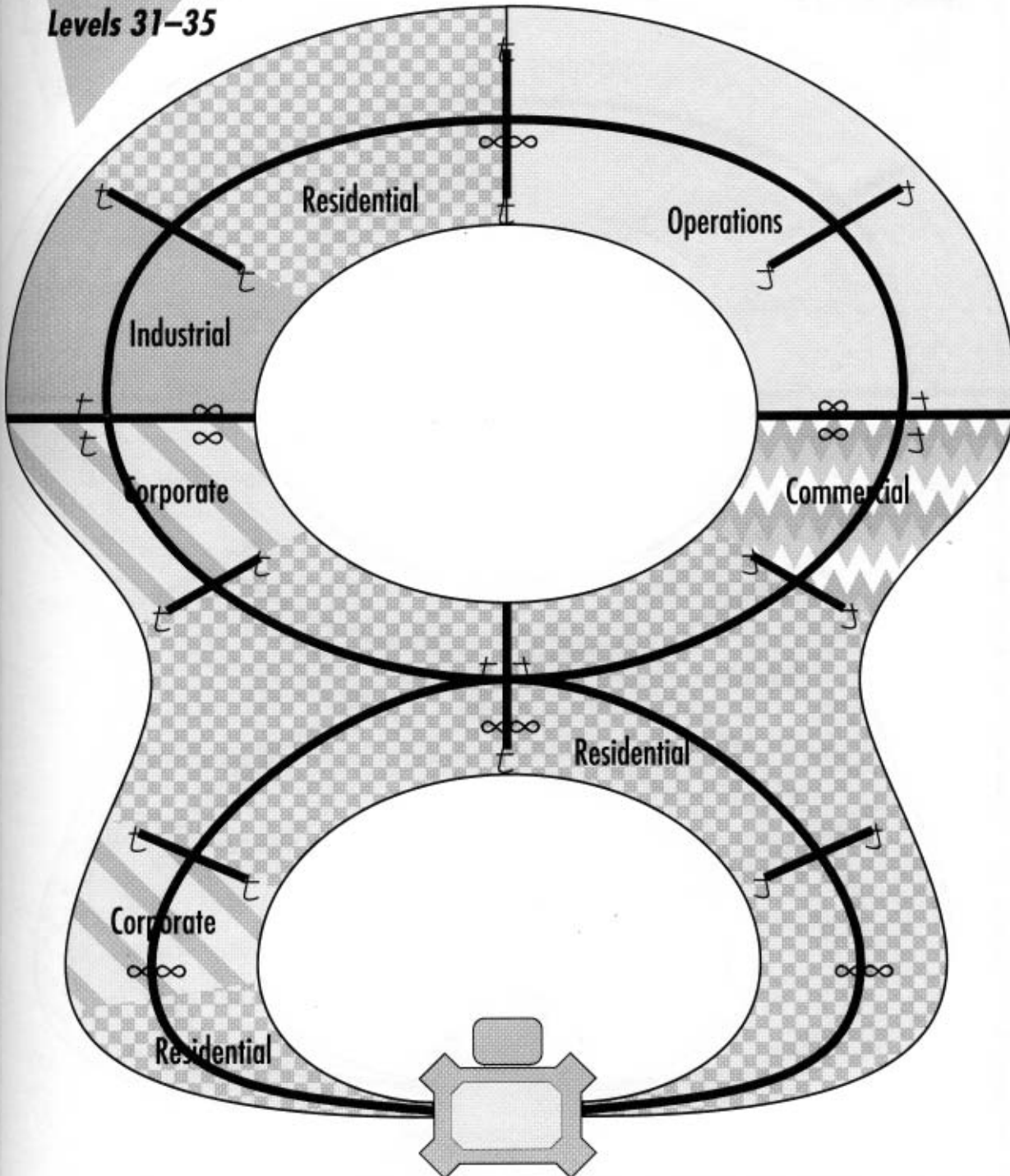
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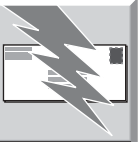
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**NEW  
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ARCOLOGY**  
Levels 36-40



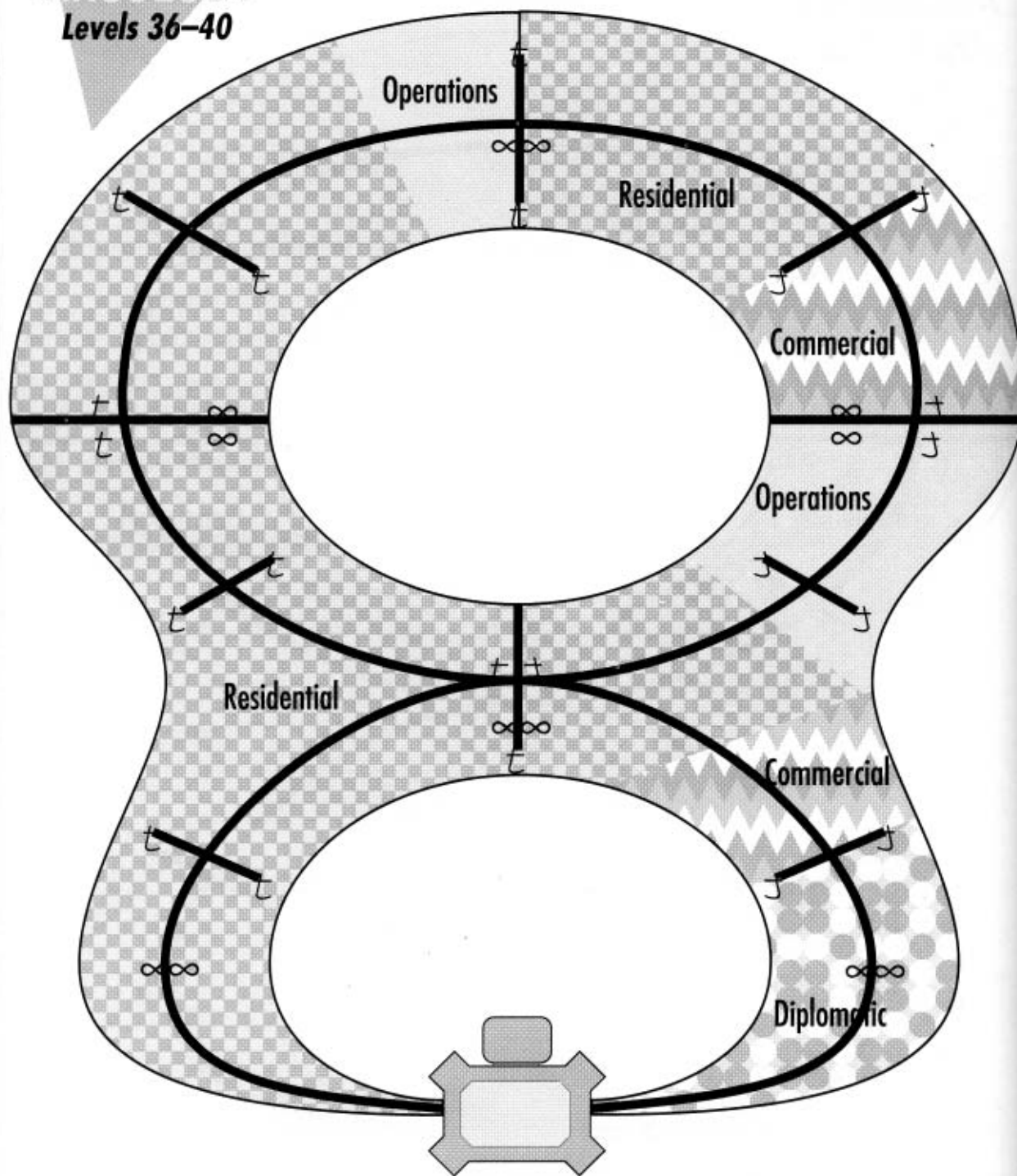
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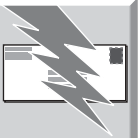
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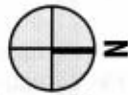
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## NEW EDISON ARCOLOGY Levels 41-45



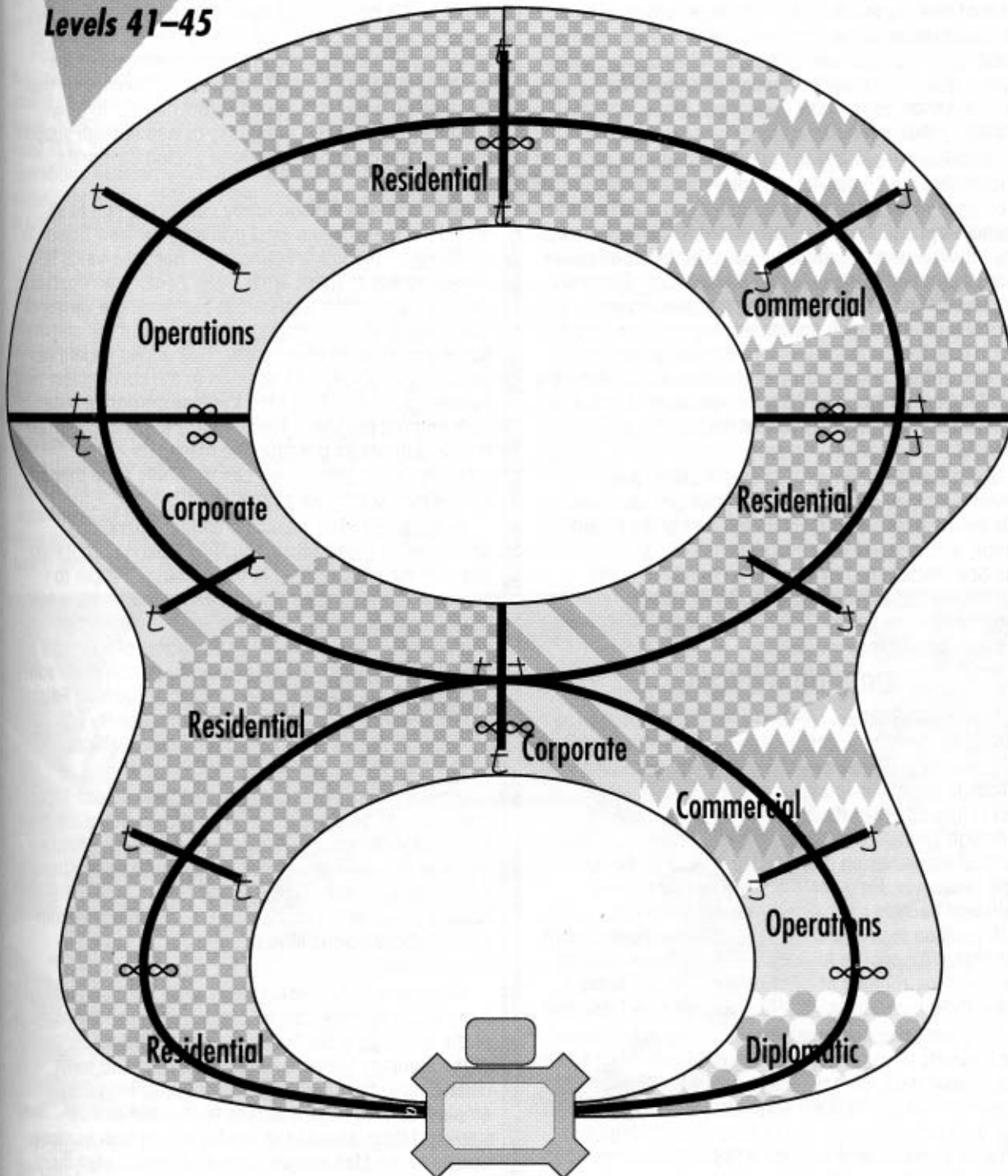
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dramatically, placing the staff under tremendous strain to complete tasks in a limited amount of time. Most employees see posting to one of the arcology diplomatic zones as a stroke of good fortune. The small embassy staff all but ensures the employee will work directly with upper level managers and executives with a great deal of political clout. If the employee performs well in the eyes of these executives, he can rest assured his next posting will be in a much larger office with increased duties and authority. If the employee, on the other hand, blows an assignment at the arcology, he is equally guaranteed that his incompetence will be common knowledge to the upper level managers who ultimately decide his fate.

Surprisingly, security in the halls around the diplomatic zones are no heavier than elsewhere in the Arcology Proper. Standard automated cameras monitor the hallways and elevators designated for diplomatic use and the walkways are routinely patrolled by New Edison Guards, but that is the extent of the security. Corporate employees working at the arcology embassies are normally used to much tighter security and often have a tough time believing the lack of perceived protection on the part of New Edison. Only when these employees stop to reflect on the fact that the entire arcology is under constant scrutiny, do they realize the true level of security.

Since New Edison does not even trust its own employees, they of course do not trust potential rivals. The seeming lack of interest on the part of the Guard is simply a reflection of the overall sense of control which has been established by the Valris Foundation. The embassies are very well-watched by an all pervasive security system, but they receive no more attention than the average arcology worker.

### **CORPORATE ZONES**

Within every other zone of the Arcology Proper, except the diplomatic zones, stand the corporate zones of New Edison. These zones range in size from small offices to large suite complexes and are used to control and coordinate the official business of New Edison. Although Thomas Carstead was initially surprised by the political maneuvering of the Viper, it did not take him long to recover. He quickly realized he had neither sufficient backing to challenge her indirectly nor was his own position secure enough to meet her actions directly. For those reasons, he allowed the Valris Foundation to take over the running of the arcology, but not without some direct operational requirements by New Edison.

The first thing Carstead did was to requisition small locations throughout the arcology for private New Edison use. These areas were the sole property of New Edison. Opponents of Carstead's plan pointed out the entire reason for the arcology was to keep security high and provide a safe base of operation to preform manufacturing. To them the addition of more security areas was a

needless waste of money, but Carstead was firm. Carstead's argument centered around the Valris Foundation and the long term goals of this suddenly powerful business entity. He reminded board members of the fiasco in the Napa valley and pointed out the same actions could be taken in the Chicago arcology. Despite the initial good graces of the Valris Foundation, Carstead knew he could not count on those good graces indefinitely. In his mind, direct New Edison involvement was required at the arcology if it was to remain safe and in New Edison hands. Although some members of the board of directors scoffed at Carstead's insistence that these be off limits to all but a select handful of New Edison employees, he eventually gained enough support to see to the creation of the New Edison Corporate Zones.

Although New Edison firmly denies the fact to all outsiders, these zones exist primarily for New Edison to check up on the Valris Foundation. Because Valris is denied access to these areas, New Edison can operate in strict privacy within these areas performing a variety of tasks. Many of the more secret ventures of the corporation are planned in these areas. This added benefit has proven to be a welcome addition to the corporation. New Edison agents can be stored in these corporate zones, each without the Valris Foundation's knowledge. When federal authorities question the managers of the arcology, Valris employees can truthfully state they are not harboring criminal suspects.

In addition to the cloak and dagger operations performed in these zones, the New Edison corporation uses the facilities located in the Arcology Proper to augment the main offices in the Mall. The facilities in the corporate zones tend to be smaller, but with better equipment. When members of the home office come to the Chicago branch, they use only these corporate zones. This provides the powerful members of the New Edison corporation with an additional level of security and privacy not usually available in the branch offices.

Because of this additional level of security, it is becoming increasingly common for New Edison Troop operations to be planned, at least in their initial stages, at the Chicago Arcology. Some members of the company board of directors would like to see the arcology used more and more for these kinds of tasks. If the initial tasks planned at the arcology are successfully accomplished, there seems little doubt that this plan will become reality.

Corporate zones are confined to the eighth, ninth, and tenth levels of the Arcology Proper. Because the airspace of the arcology is so strictly controlled, the upper levels of the arcology are considered the safest and most defensible in the complex. This provides New Edison employees with instant access to the roof and air transportation, should the need arise, as well as closer access to the Mall and corporate offices located there.



## OPERATION ZONES

The equipment and manpower required just to keep the arcology functional represents a significant portion of the total assets for the complex. In addition to the required assets, keeping the arcology operating requires tens of thousands of square feet of floor space. All of the equipment, personnel, and space must be managed as efficiently as possible to ensure the arcology runs as smoothly as possible.

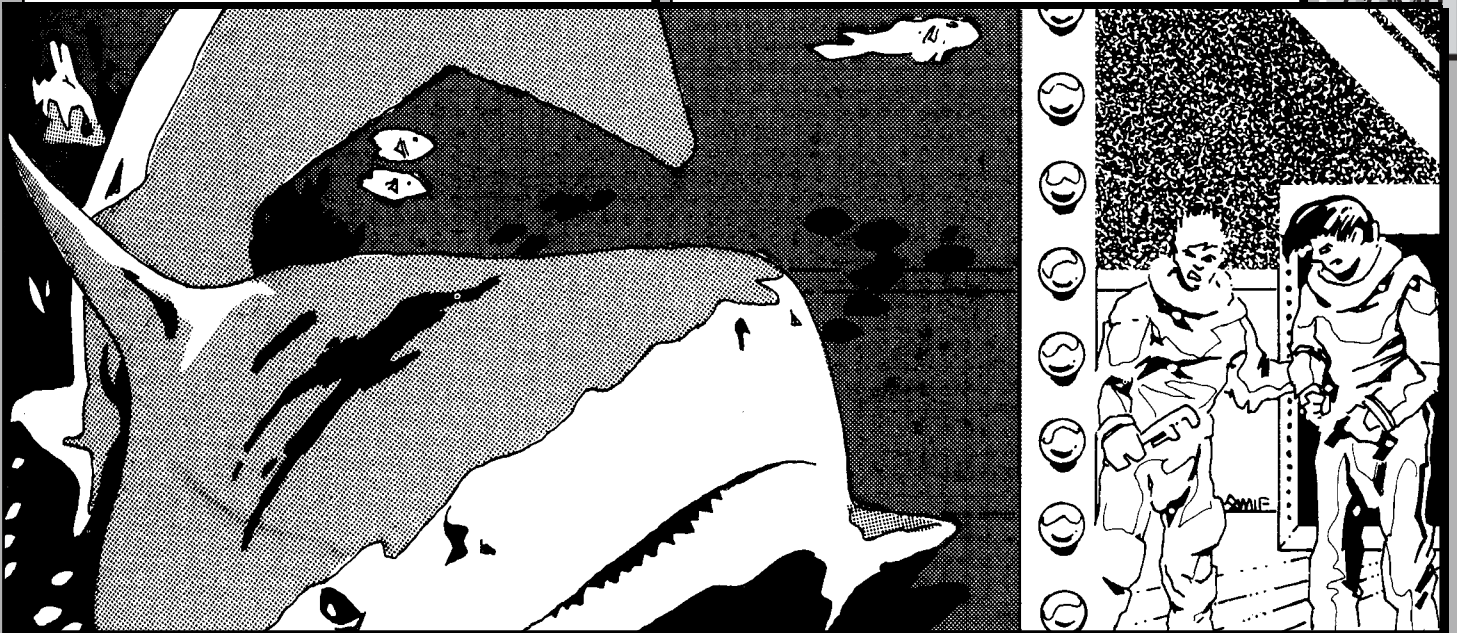
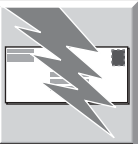
Residents of the arcology are only concerned about the operation of the complex when things begin to run poorly. If food is not available, or the air conditioners break down, the residents know the operations department is to blame. For this reason, the staff of the operations department likes to keep a low profile. If somebody wants to talk to the operations department, it is undoubtedly to complain.

Operation zones of the Arcology Proper are divided into two areas, each with separate staffs and locations. The first portion exists to service all of the assets of the arcology. Most of these zones are very small and are composed primarily of storage areas, tool closets, tool shops, and equipment rooms. These areas are used to service the equipment required to keep the arcology running, which allows the personnel of the arcology to concentrate on their jobs, not on the conditions around them. Operation zones are off-limits to all other members of the arcology not employed by the operations department of New Edison. On the other hand, operations workers have access, to one degree or another, to nearly every other zone in the arcology and the Mall.

service areas which house the miles of pipe and conduit of the arcology. Travel through these areas is severely restricted. Access to the intra-levels of the arcology are via small access plates set in the floor of the level. It is not possible, under normal conditions, to travel between floors by the intra-levels as there are no access points on the roof of the floor below the intra-level. Elevator shafts are also sealed off.

Most veteran operation department employees dread intra-level duty as it involves crawling for meters and meters on your belly searching for a cable break or down switching junction. Some employees, however, actually enjoy the duty and spend long hours between levels. They are often experts on one or two intra-levels of the arcology, with the ability to spot and correct trouble with little or no direction from the computer aided maintenance system.

The perimeter zone completely encircles the Arcology Proper on all levels. It was created as the zone between the exterior glass wall of the Arcology Proper and the interior steel and concrete wall. The width of this area varies slightly, but mostly stays at two meters width. Access to the exterior of the building is provided on every level via the perimeter zone. Operations workers patrol this zone to look for damage to the exterior of the arcology and its supporting walls. Perimeter duty requires an additional degree of training as it is the most likely point of entry for infiltrators. All perimeter zone workers are, therefore, required to train in unarmed combat and firearms skills in addition to their normal job skills.

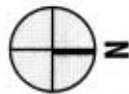


A significant exception which exists for this portion of the operations department are the intra-level zones and the perimeter zones. The intra-level zones are levels of the Arcology Proper which exist between the normal floors. These areas are little more than crawl ways and

The food production areas of the arcology include the hydroponic and aquaponic laboratories and the food processing centers. These areas are some of the largest non-industrial sections of the arcology and are



**NEW  
EDISON  
ARCOLOGY**  
Levels 46-50



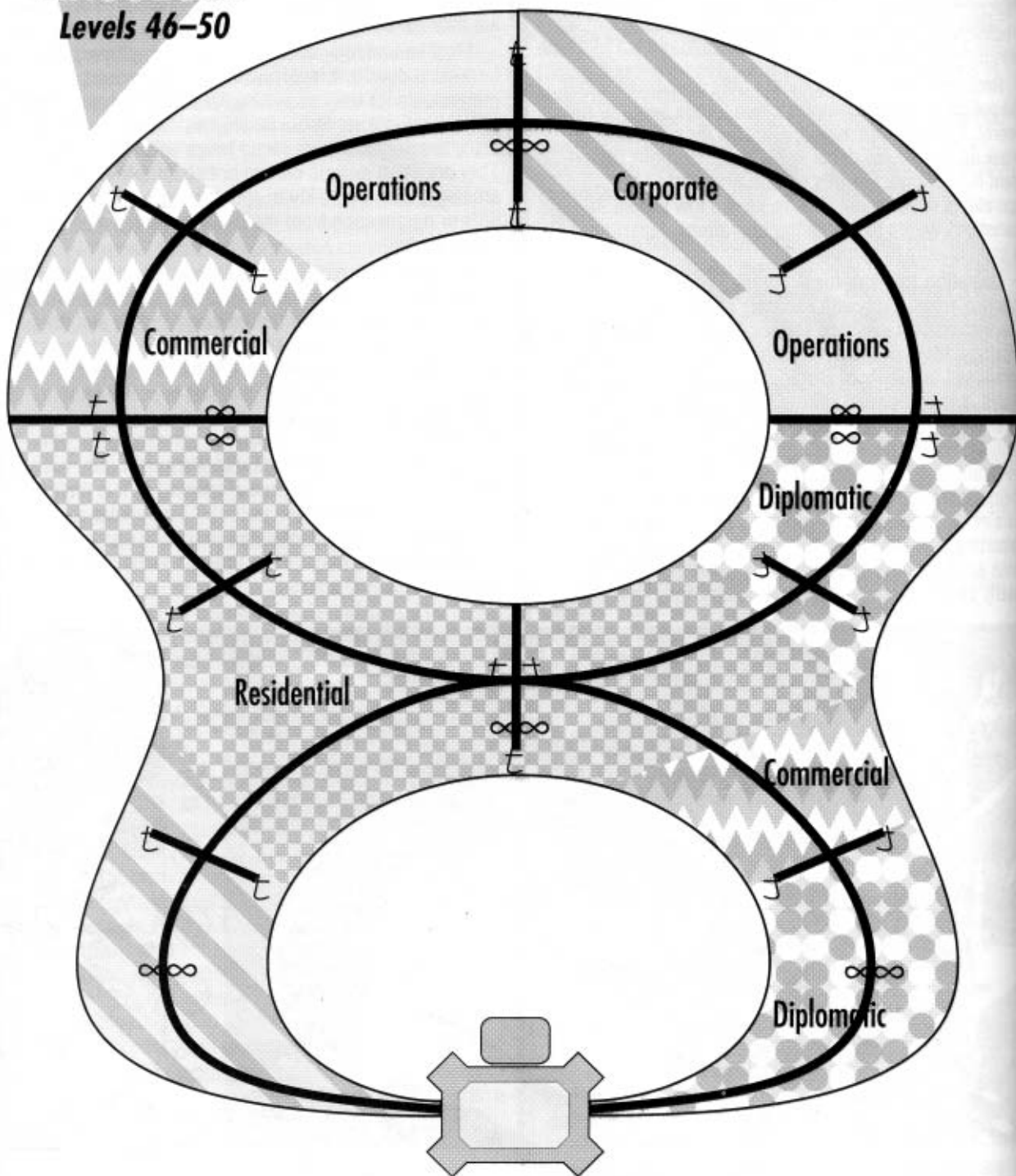
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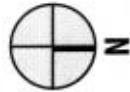
Vertical Access: t

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**NEW  
EDISON  
ARCOLOGY**  
Sub-Levels 1-5



1 inch equals 300 meters

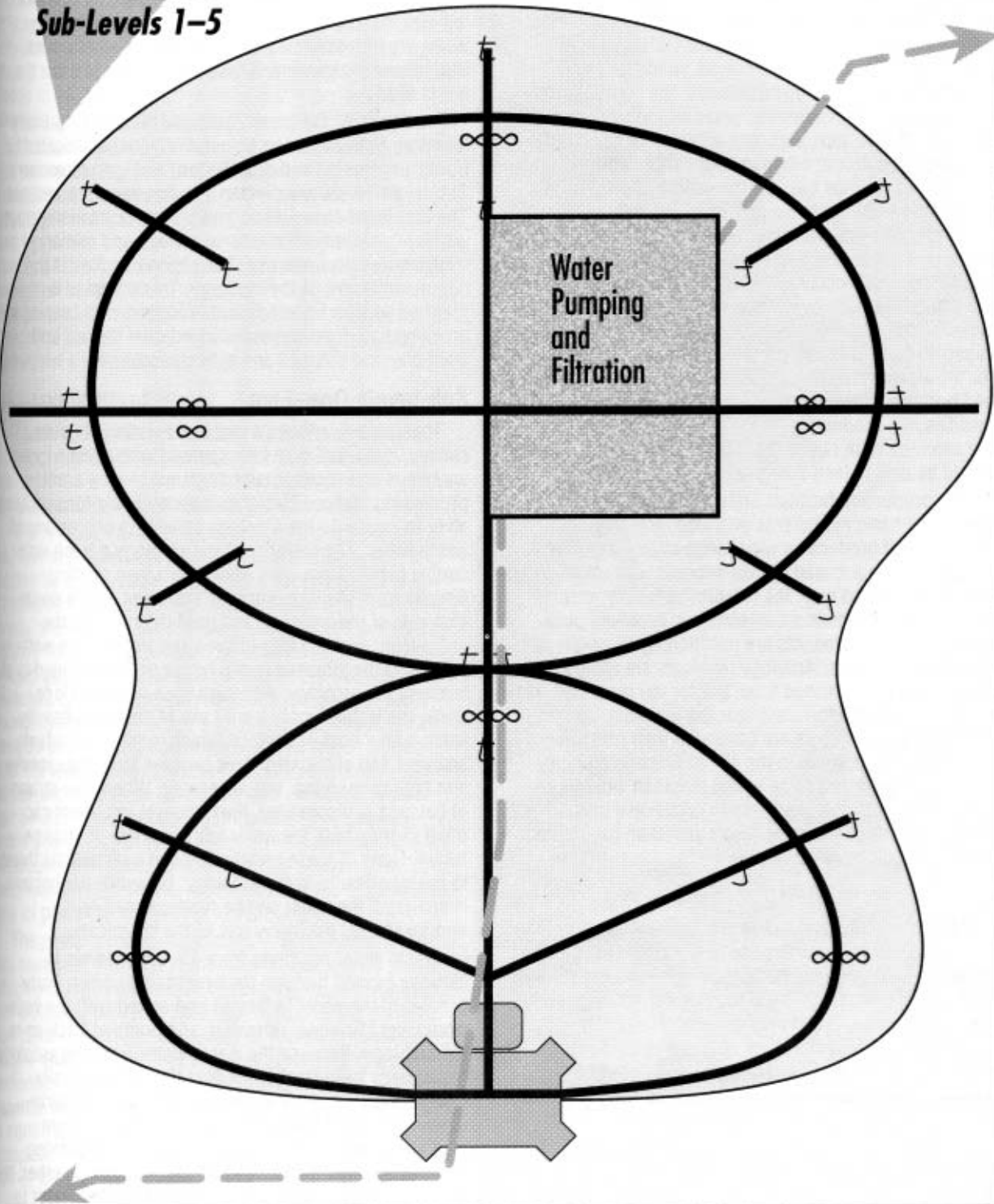
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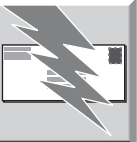
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responsible for growing all of the food required by the inhabitants of the arcology. Despite their size, space in the hydroponic labs always seems to be at a premium, as revolving racks of chemically enhanced food is alternately dipped in liquid fertilizer and exposed to ultraviolet light. It is no less crowded in the aquaponic areas where tiers of fresh and salt water tanks grow kelp and fish under carefully monitored conditions. Staffed by the operations department, these labs grow a variety of products, most of which would surprise visitors. In addition to a basic soy bean hybrid, which is the mainstay of the arcology inhabitants, the hydroponic labs produce carrots, lettuce, potatoes, onions, apples, oranges, grapes, rice, oats, and wheat. The aquaponic saltwater labs produce kelp in abundance, which is used primarily as a cereal filler for the variety of processed foods manufactured at the arcology. The fresh water pools produce catfish, salmon, bass, trout and cowfish to supplement the mostly cereal diets of arcology residents. By all accounts these food production areas are a huge success, bypassing even the most optimistic expectations of the original designers. When running at capacity, these labs can produce enough food, not only for the arcology, but for 5,000 additional people as well and because of the management of the production facilities, the production process is self-perpetuating. If the arcology were cut off from the outside world, they would be able to feed their population indefinitely.

The production facilities are equally impressive. Taking the basic ingredients provided by the laboratories, the staff produces a wide range of edible products. Although often accused of over-processing and including too much soy and kelp, the production facility ensures the residents maintain a complete and balanced diet. Most processed products are nutritionally complete, if somewhat tasteless. Arcology residents are allowed to purchase non-processed food, but for the most part this is a luxury not economically feasible for most families. Still, arcology residents are better-fed than nearly every other population group in the city of Chicago and they enjoy a healthier and more varied diet than workers of many other corporations. Despite occasional grumbling, most residents realize their meals are taken for granted due to the quality of the food production.

### **BLACK ZONES**

The basement levels of the arcology are all listed as the Black Zones. Considered to be a mixture of operation zone and military zone, the basement levels hide the bulk of the arcology's secrets and provide the arcology with the necessary services to continue operation. The twenty-level basement is kept guarded at all times, especially on the lower ten levels.

Located in the basement because of their function, the equipment of these sub-levels is serviced by member of the operation department. In addition to the normal service technicians, the basements are patrolled by members of the New Edison Guard. By all accounts, the basements are a dangerous place to enter. Because of the limited access, most workers and guards that encounter an unauthorized individual are quick to take lethal defensive action. Workers traveling to the sub-levels are normally cleared at several different points throughout the journey, if they are allowed to enter the levels at all.

The levels of the Black Zones are divided by primary function. Sub-levels one through fifteen are allocated for power production and distribution, and water treatment. Sub-levels 16–20 are divided into two separate sections. The first is the New Edison and Valris Foundation garage, which houses a fleet of reserve civilian and military vehicles for corporate use. The second section is the command center of the arcology. This complex is manned by New Edison Guards charged with keeping the arcology safe from internal and external threats both from physical sources and cyberspace.

### **Sub-levels One–Five**

These sub-levels are a mass of twisting conduits, cables, wires, and pipe interspersed with a few narrow walkways and access stairs centered around a water processing station. This area is responsible for supplying all of the water to the arcology as well as processing all waste water. The majority of the arcology's fresh water supply comes from Lake Michigan. Lines running directly from the lake enter the sub-level on the north-east side of the arcology and pass directly into the processing center. Once filtered and treated, the water is passed to the attached pump house and distributed to all levels of the arcology. Although the water is safe to drink, the water supply from Lake Michigan is heavily laden with a host of bacteria which must be constantly analyzed and eliminated. This process is both expensive and time consuming, but necessary. When new strains of bacteria is discovered, the chemical treatment can often slightly taint the water with a variety of strange tastes. None of these chemicals pose a immediate threat to the inhabitants to the arcology, but while the bacteria is analyzed, the water can be rendered nearly undrinkable by the heavy use of the chemicals.

Waste water returning from the upper levels is likewise passed through the processing center. Forty percent of the water is filtered and mixed with the water from Lake Michigan, retreated, and pumped back up to the arcology. Because the waste water from the arcology has already been treated the first time, it is actually cleaner than the water from Lake Michigan. Unfortunately, most residents of the arcology have severe psychological problems with the thought of drinking recycled sewage water. For this reason, and no other, the arcology mixes "fresh" water with the treated water to ease the minds of the residents.

The waste water of the arcology which is not recycled back into the system is processed and pumped along private water lines to a production facility southeast of the arcology for bottling. The bottled water provider, Krystal Klear, takes the New Edison processed water directly from the line, packages it and sells it back to the shoppers of the Mall via a small outlet store on the first floor. Although the product is not what customers think, it is actually the safest and cleanest water available in the city and because the human body produces more water than it consumes (water mixes with the fluid ingested in foods to produce eleven pints of water per ten pints drunken as fluid), Krystal Klear's supply is guaranteed.

Maintaining the pipe lines is a constant struggle for the sub-level workers. Due to space and security constraints, the accessways of this area are barely adequate for the job, requiring workers to invent new and better ways to get the job done. Surprisingly, the air quality of these sub-levels is very good, with the single exception of the Initial Recycling Processing Room. Operations workers do not seem to mind duty in the treatment center, however, workers on the pipe lines command a premium pay rate.

## Sub-levels Six-Fifteen

These sub-levels are actually made up of a single 150-foot high sub-level with a matrix of catwalks. At the center of the area is the power processing station of the arcology: a cold-fusion nuclear generator.

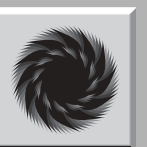
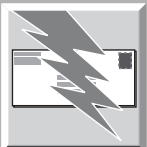
Water from the arcology's private line is split off on the first sub-level and piped into the station where it is heated by the nuclear reactor. The escaping steam is channeled to three generator turbines which revolve to produce electricity. The three generators are constantly rotated so only two are on-line at any one time. If one should develop mechanical problems the backup is switched on and the down machine is repaired. Surrounding the complex are a host of accessways which provide entry to the power runs, called trunks. Often over six feet in height, these runs are constantly maintained and inspected for quality and condition. Power can be distributed along a variety of paths, allowing entire power trunks to be taken off-line for maintenance. Although work space is confined, the system's multiple lines make it possible to repair and replace lines without loss of power to any part of the arcology.

The power processing station is actually composed of two sections. The first is the nuclear generating station, which produces the power by rotating huge generators. The electrical power is then transferred to the distribution center where the electricity is routed to the Arcology Proper and the Mall. The process of routing this power is performed primarily at the distribution center, although because of the size of the arcology, it was also necessary to construct numerous switching stations throughout the complex. These switching stations are clearly marked as part of the operation zones and are, therefore, off limits

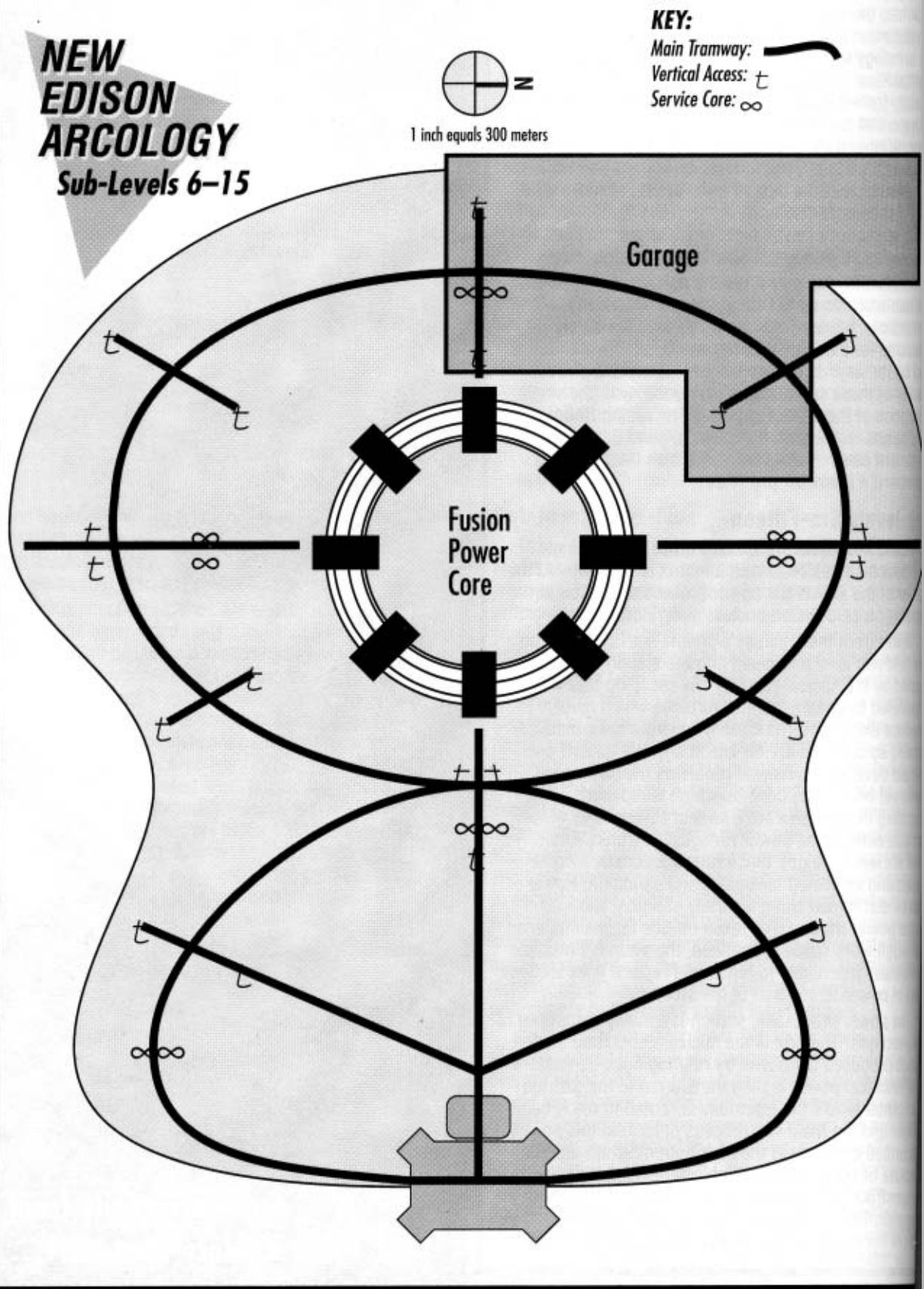
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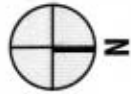


**NEW  
EDISON  
ARCOLOGY**  
Sub-Levels 6-15





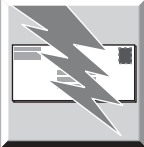
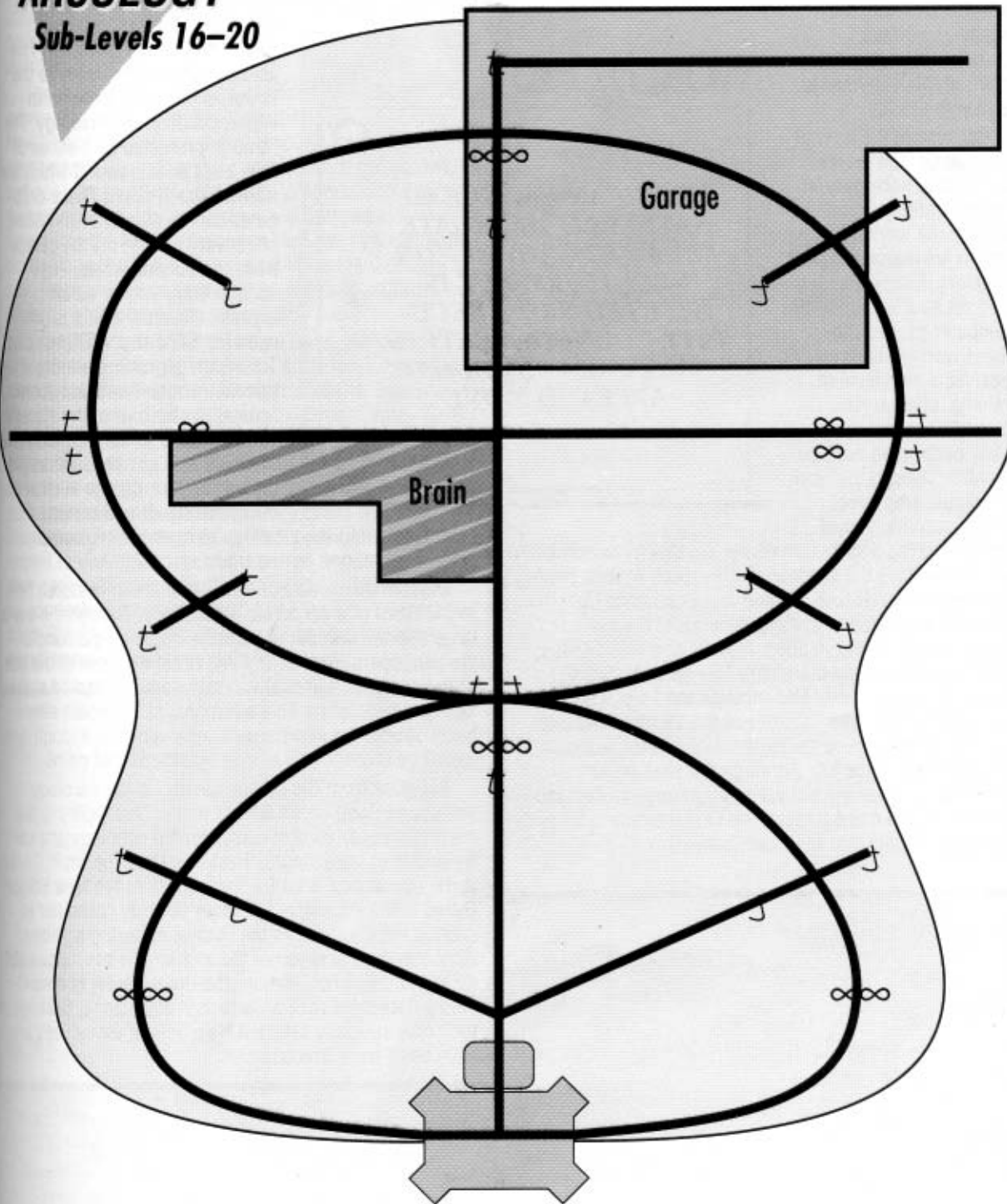
**NEW  
EDISON  
ARCOLOGY**  
*Sub-Levels 16-20*



1 inch equals 300 meters

**KEY:**

Main Tramway:   
Vertical Access:  $t$   
Service Core:  $\infty$



to non-authorized personnel. Power losses to sections of the arcology have, thus far, been restricted to these small switching stations, resulting in the loss of power to a small area of the arcology. If the master station were to go out, however, it would result in the complete loss of power to the entire complex. This threat is among the most severe, and accomplishable to terrorists. New Edison, therefore, spends as much time and effort as possible ensuring the loyalty of workers.

Likewise, the cyberspace realm of this sub-level is alive with activity.

Because of the level of automation, few workers are actually necessary in the generation station. Most of the workers at the station are managers and monitors, whose sole job is to act as a backup to the computer processing. These workers have all received a high level of training, often at New Edison's expense, and enjoy better than average benefits. Though the work is tedious, employees remain extremely loyal.

Workers of the distribution center are greater in number and do not have the same level of respect, though their jobs require barely less training and experience than the jobs of the generation station. Because of the even greater degree of automation, New Edison views these jobs as positions any marginally trained operations employee can perform. This location marks one of the only areas where New Edison and the Valris Foundation have failed to perceive the expectations of the workers and demands of the job. Although the workers at the distribution center are not yet angry enough to demand concessions of management, the time may come when they take matters into their own hands.

## WORLD COMP *FA*X

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RITY COUNCIL MEETING  
ANYWAY — SWEDES AP-  
PLAUD MOVE***

### Sub-level Sixteen-Twenty

These Sub-levels are divided into two sections. The first is the New Edison garage. Only New Edison or Valris Foundation official vehicles are allowed in this garage. It is the private garage and storage area for company-owned vehicles. Housed here are the fleets of wheeled, hover, ground effects, and VTOL vehicles. These vehicles can be transported directly to the street level in one of

two ways. The first, and most often used, is the driveway. This access ramp lead directly to the street, exiting along the north-western side of the arcology. The ramp is protected by a series of four blast doors, two of which are normally kept open. These drop gates can be closed in an instant, effectively sealing off the garage from the outside world. The second entry way is via an express elevator, which is only used for GEM and VTOL vehicles. The single elevator platform travels through two blast doors (one at the bottom of the elevator shaft and one at the top), only one of which can be opened at a time. Included in the garage section is a complete repair and service

center, allowing the arcology to repair or replace any vehicles damaged during travel.

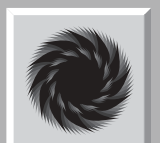
Most of the vehicles of this level are only stored here in the event of a corporate emergency. Though the bay is large and the number of vehicles huge, only a handful are kept operational at any one time. Because of the size of the garage, additional vehicles could be stored at the facility if necessary. This additional space could effectively double the number of stored vehicles, though they would be literally parked side by side at that point.

Separate from the garage section is the Arcology Command Post, or the Brain Center. This facility is the master security control center for the arcology and can be accessed via a single direct elevator. The Brain Center is the operational post for the leaders of the New Edison Guard at the arcology. The main security computer is located here, as well as the main monitoring stations. Although the operation of the arcology is the responsibility of the Valris Foundation, the Brain Center is considered a corporate zone as well as a black zone. Because of this, only specially selected New Edison employees are allowed to enter this complex.

The Brain Center is divided into two principle units. The first is the monitoring center. Guards here constantly scan security cameras and watch for unauthorized activity in the Arcology Proper, as well as the Mall. From here, orders are dispatched to active Guards patrolling the arcology. In the event of a crisis, all Guards, and Troops if necessary, are coordinated from this center. The officer-on-duty controls all facets of activity at the monitoring center and is responsible for quickly and correctly accessing any situation and taking appropriate action.

The second principle unit of the complex is the cyberspace control center. Here the legendary corps of New Edison net junkies patrol arcology cyberspace, aggressively defending the complex from misguided, and soon-to-be-killed, intruders. In addition to their defensive tasks, the net junkies are charged with making forays into the Net to discover what they can about the competition. Armed with the best equipment money can buy, these employees play havoc with competitor's systems while searching for secrets.

In addition to the two principal units, the complex offers Spartan living quarters for employees forced to spend extended periods near their stations. Because there is only one access path to the Brain Center, Guards which are routinely posted here must have the ability to rely on their co-workers on the upper levels. If the single elevator is somehow disabled (a difficult task even with some measure of inside help), they could well find themselves trapped for days. This possibility has been known to unhinge some members of the Guard, forcing their early retirement. In the long run, however, New Edison feels the current location of the Brain Center is best. Though theoretically easy to isolate, the center is also theoretically easy to defend.







## 5.0 CHICAGO SPRAWL

The Chicago Sprawl, though the largest in the American Midwest, is very small when compared to the masses of humanity which populate the sprawls of the eastern and western coasts. What Chicago lacks in size, however, it more than makes up in intensity. The fact that combat zones can exist within one hundred meters of corporate security zones is a typical example of the Chicago reality. These areas are found in greater abundance in the coastal sprawls, but there the transition is much more gradual. The unwary have a chance to notice the error of their ways and return to their normal habitat. There is no such luxury in Chicago.

## 5.1 DOWNTOWN

Ask any resident and he will tell you, "Downtown is where the action is." While mostly correct, inquirers must be specific. What type of "action" is desired? Whatever the answer, it can be found Downtown, but you must know where to look. The physical boundaries of the downtown area have changed little over the last one hundred years. As new buildings were constructed on the fringes of the downtown area, the business populace gradually moved away. As land became cheaper closer to the lake, the Downtown area was revitalized and businesses began to move back. The cycle is currently in the lake front stage. Most prosperous corporations have their main offices on, or near, the lake. The less well-to-do are located further to the west and south. As a general rule, the further one is from the lake, the more dangerous the downtown area.

### UPTOWN

Nowhere is the distinction more evident than in the Uptown area. Historically one of the poorest neighborhoods of Downtown, this area has not improved over the years. The most poverty-stricken sprawl dwellers often find themselves Uptown after exhausting every other option. Amid this decay, however, are some truly impressive restoration projects. The gleaming opulence of these structures is a cruel slap in the face to the sprawl dwellers who live in the shadows of new hotels and condominiums safely nestled in corporate zones. Travel to these zones can be difficult at times, but corporate residents are increasing in number at these safe buildings. Despite an overwhelming presence of sprawl dwellers, these corporate employees are determined to make a better life for themselves, usually at another's expense. This area has been one of several targeted by the Church Channel for redemption. Although the clean-up process is lauded by corporate residents, the lower classes are being herded into smaller, more easily controlled, areas.

### LAKEVIEW

Just south of the Uptown area is Lakeview. Once this area had a thriving nightlife based on corporate employee spending, but that has largely disappeared. In its place are the more dangerous Sprawl gangs and criminals. Residents here are archetypical sprawl dwellers. They have little hope of bettering their position in life and struggle to maintain what they already have. Life is a constant battle versus the gangs, the economy, and corporate profiteering. Some neighborhoods of Lakeview are more safe than others, but there is little in this area for outsiders.

## LINCOLN PARK

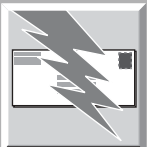
Lincoln Park, immediately south of Lakeview, suffers a similar fate. Once the location of numerous historic homes, these dwelling have long been destroyed to make way for low cost sprawl housing and new corporate structures. Fifty years ago this area was one of the most prosperous. Corporations, however, began to leave the district and return either to the Loop or the western suburbs of the sprawl, all but abandoning the district. Criminals soon moved to fill the financial and social vacuum created by the corporate departure, but to most there was little difference.

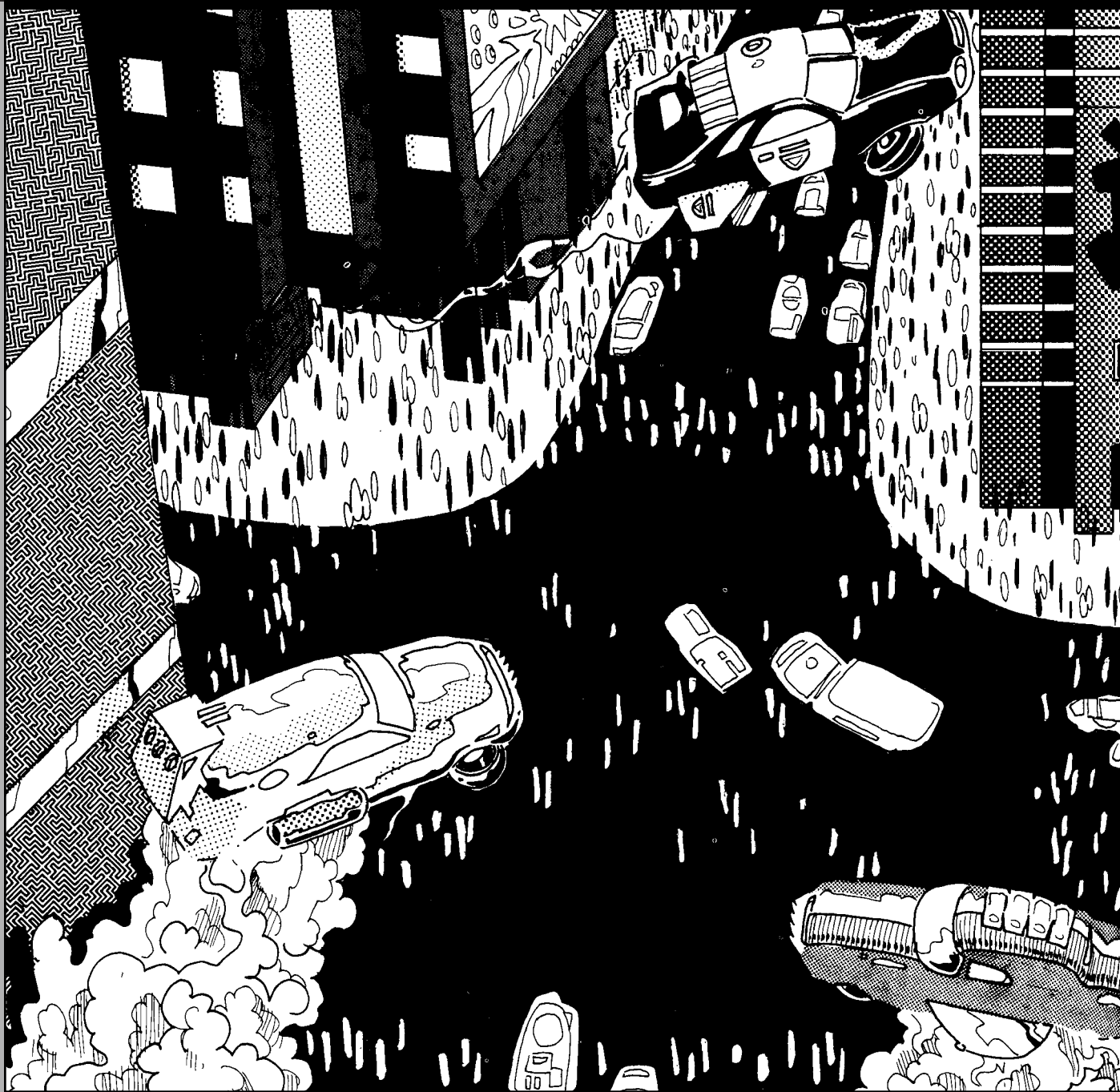
Violence has increased steadily over the last ten years, but most residents still consider the area a good place to live. Though economically depressed, the area has a long sense of tradition which seems to keep the populace together.

## GOLD COAST

In the center of downtown Chicago is the Gold Coast. This area, made up of the old Streeterville, Near North Side and Gold Coast neighborhoods, is the current boom area of the sprawl. Corporate money and power are on constant display everywhere one looks. Corporate cops patrol the streets in increasing numbers as more and more employees return downtown to live near their corporate offices. High rise apartments and condos line the carefully cleaned streets. When most people think of the Chicago Sprawl, this is the area which comes to mind. Despite the lingering elements of crime and urban blight, the Gold Coast is very much Chicago. Cops attempt to keep the peace as corporate shirts spend their days in air-conditioned comfort. Individual buildings and offices lock down at dusk as the night dwellers begin to filter out of the back streets of the district. Although not as dangerous as Uptown, the Gold Coast at night can be a scary place for those not used to life on the streets.

The Gold Coast is the home of the famous Magnificent Mile. One hundred years ago, this is where the wealthy and well-to-do spent their days. Exclusive shops and boutiques lined Michigan Avenue with employees eager to separate shoppers from their cash. Today this area is a mere shadow of its former self, catering more to the young than to their parents as was the habit in years past. For those young and tough enough, or close enough to the edge to understand, this is the only place to be when the sun goes down. At night this mile is breath-taking, with a new vice available on every corner. Most shops here are open twenty-four hours a day, or they are open only at night. The mood here is usually festive, but things can turn ugly if visitors fail to take necessary precautions. The Magnificent Mile is a Sprawl gang neutral zone so most violence here is non-gang related, although gangs may attack non-gang visitors.





### CHICAGO LOOP

South of the Gold Coast is the famous Chicago Loop. This district of downtown is recognized worldwide as the governmental and financial center of the Chicago Sprawl. During the day, this is one of the most active areas in all Chicago as bankers and politicians attend to the red tape which keeps the sprawl operating with what little efficiency they muster. Fortunes and careers are made and broken in these halls with the flick of a eye and the tapping of a console. At night, however, this district becomes little more than a ghost town, as the workers return to their apartments in the other districts of the

sprawl. Few workers can afford the absurdly high apartment prices for the few remaining residences still located in this area, and as the businesses which left downtown continue to return, fewer still will be able to stay.

### BRIDGEPORT

The final district of the downtown area is Bridgeport, which encompasses all of the downtown area south of the Loop. This area is an ethnically diverse region, with most neighborhoods sharply divided along cultural lines. Most of the individual neighborhoods are poor, but it is



possible to find pockets of affluence even in this area as prosperous merchants make their mark within their own community. Chinatown is, by far, the best known of these individual neighborhoods, but large Irish, Polish, Thai, and Italian communities exist here as well. Gangs, as well as businesses, are strongly separated by differing cultures. Although there is no political division separating the many cultural groups, most residents feel their "world" only extends as far as people of their culture.

## 5.2 NORTHERN SPRAWL

The northern sprawl extends from the downtown area to the Wisconsin border. While the urban development continues unabated all the way to Milwaukee, Chicago residents have never considered inhabitants of the Badger State as part of their community. The political line of demarcation is by no means physically marked, therefore the attitude of residents is the most important thing in determining whether a particular spot is actually part of Chicago or Milwaukee.

The center of the northern portion of the Chicago Sprawl centers around the city of Waukegan. This city controls all activity north of downtown with a thinly padded iron fist. From the coast of Lake Michigan as far west as the remains of Lake Fox, the Waukegan politicians, following direct orders from their offices in downtown Chicago, decide the fate of the residents in their area. Most consider life here to be difficult, but they insist it is better than in any other part of the sprawl. They have traded a certain amount of freedom for the order and control of the government.

The northern section of the sprawl is the least developed section, especially to the west of Waukegan. This means there are a few trees which have yet to be destroyed by the polluted air or ripped up by corporate expansion. While nowhere near as rustic as it was fifty years ago, many sprawl dwellers who can afford the luxury come here to get away from the "city."

### THE LAKES

The area surrounding Fox, Pistakee, and Grass Lakes is primarily used to support the tourist industry and several burgeoning nuclear power plants. During the summer weeks and weekends year round, this area doubles in population. Cynics point out prices nearly double at the same time. During the off season, this area can be very relaxing, at least as far as any irradiated water body can be relaxing.

## WAUKEGAN

Waukegan, along the shore of Lake Michigan, is heavily developed. Still in its growth phase, most urban developers predict the best is yet to come for this community. Residents seem to carry this optimism with them everyday. The town is aggressive in pursuing new businesses and attracting skilled residents. People considered undesirable or socially unacceptable have longed learned to stay away from this intolerant city or face stiff punishment. Still, gangs and criminals are a part of this community, just as they are a part of every other section of the sprawl. These organizations are often sponsored by corporations, or the owners of corporations if based in Waukegan.

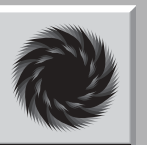
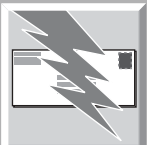
## EVANSTON

Evanston, the city furthest south in the northern section of the sprawl, is the home of Northwestern University and the Evanston Harbor. It is also a dry city. Prohibition has actually been reinstated here.

Possession of alcohol in any form carries a severe penalty, especially if the guilty party is discovered by the Temperance Union. Though the political machine of Chicago doesn't really like this arrangement, they are unwilling to take the time and effort necessary to overrule the measure. To these politicians, the law remains a quaint experiment in an isolated area of the sprawl. If public pressure dictates, they will override Evanston and repeal the law. Other than this one peculiarity, the city's notable features are its university and harbor. Greatly expanded over the last twenty years, Northwestern University is the home of thirty three separate colleges and schools. The most famous is the School of Business, which yearly places its top graduates in the finest Megacorporations of the world. Recruiting season on the campus is always an exciting time of the year as would-be employers vie for the attention of promising graduates. Security is especially tight in the fall semester as anxious recruiters seek new ways to eliminate the competition. The dock works have received increased notoriety with the gradual decay of the Hammond/Gary docks and the improved management in Evanston. It remains to be seen, however, if the facility will become the main Chicago port.

## 5.3 WESTERN SPRAWL

The western section of the sprawl has always been considered the suburbs. Despite heavy building and increased urbanization of the area, this attitude prevails today. Most of the residents of this area commute to work, if they are required to work at an office or factory. Individual areas of the western portion of the sprawl are heavily concentrated into industrial, commercial, or residential zones. Any particular zone will include several businesses or manufacturing centers closely grouped together in either an industrial park or business complex.



These zones tend to be smaller than the residential zones, but they are much more heavily developed. The residential zones differ greatly according to the prosperity and background of the zone's inhabitants. Although these zones are fully developed, most residential areas of the western portion of the sprawl include some consideration for the wants and needs of the residents. Many zones, therefore, include small parks and recreation areas.

Most of the residential zones have strong cultural and ethnic backgrounds, but they are not nearly as well developed as the neighborhoods of downtown Chicago. Western communities have a strong sense of tradition, but this tradition is firmly routed in the present. In these neighborhoods, geographic location is more important than cultural background. This has given the western neighborhoods a more diverse background than is found downtown.

This area has a number of corporate sponsored neighborhoods. These areas are normally better protected, but this depends on the individual corporations and the relative importance of the workers. In areas without sponsorship, and corporate police protection, the residents must rely on the police force. The western side of the sprawl does receive a disproportionate share of police protection, but even this is not enough to make the citizens feel safe. For this reason, nearly all neighborhoods which are not protected by the police force of one of the three principal communities have banded together to form a citizens' watch or patrol. Outsiders can easily tell the success or failure of these ventures by the state of the community.

In areas where the program is successful, the local economy thrives and crime is kept to a minimum (at least during the day). In the less successful portions of the sprawl, criminals own the street and most of the region's commerce is allowed only at their direction. Although the Chicago police can provide assistance in dramatic cases, the local populace of blighted areas is usually forced to leave the area in the face of increased crime and violence.

### **JOLIET**

The largest community on the western side of the sprawl is Joliet. Itself divided into numerous subsections, this city has enjoyed continued prosperity, despite the closing of key industries. It is well known that the Chicago Sprawl is controlled by the New Edison Corporation. Most companies work with that fact and try to deal their way around the system. Leyland-Carlisle, however, circumvented the system by becoming isolated. They now enjoy a very prosperous arrangement with the local government of Joliet, the full effects of which have yet to be determined.

### **ELGIN**

The most prosperous community on the western half of the sprawl is the City of Elgin. To the residents who work here, Elgin is like a slice of downtown Chicago. Elgin has long been a financial center for the United States, concentrated primarily in the consumer credit industry. Despite the rash of personal and corporate bankruptcies in the late 1900s, the community continued to do well. All of the seven major consumer credit agencies of the United States have principle branches in Chicago, most in Elgin. Money has worked its typical magic, drawing an entire host of support businesses which feed off the successes of the major financial institutions. Corporate influence is very heavy in all areas near Elgin. The area is generally prosperous, which attracts criminals and gangs, but the police force is well equipped and fully staffed by private donations to protect the few citizens who do not enjoy corporate protection.

### **AURORA**

The final large community on the western sprawl is the city of Aurora. Situated halfway between Elgin and Joliet, this smaller community has neither of its sister's benefits to make it successful. Despite repeated efforts to pull itself up by its own bootstraps, the area has suffered one disappointment after another. The area's one claim to fame is the Western Gateway. This gateway marks the western-most section of the Chicago Sprawl and is often seen as the official gateway into the sprawl. Little more than a faded tourist attraction, this small rusted arch has been tarnished like the rest of Aurora. Criminal activity is high despite increased police protection. These security forces are not available in Aurora to back up (or lead) the Chicago Police, which leaves Chicago's Finest to fend for themselves.

## **5.4 SOUTHERN SPRAWL**

The southern Chicago Sprawl is sharply divided between industrial sections and densely populated residential sections. This is, by far, the most heavily populated area of the sprawl. Over the last decade, this area has also acquired the reputation for having the worst pollution and the most widespread crime.

### **HAMMOND & GARY**

The southern sector is dominated by the cities of Hammond and Gary. These twin cities have long been involved in heavy industrialization and they remain principle locations of heavy industry. Steel production has been the cornerstone of the local economy and this fact has changed little in the last one hundred years. In these factory areas the corporations have their strongest presence. Most production complexes are owned by the Megacorporations but several small corporations still operate factories in the area.

The factory areas, whether owned by the large or small corporations, are uniformly ugly and unclean. Factory safety and environmental concerns are principally the province of these corporations who are free to govern themselves. With little incentive to run "clean" operations, the factories attempt to get away with what they can. Despite the efforts of several of the larger corporations, these industrial zones account for much of the sprawl's environmental damage.

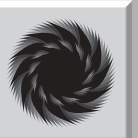
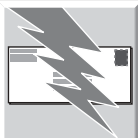


Adjacent to most of the industrial zones, and an integral part of the factory operation, are the docks of Hammond and Gary. Once run-down to the point of uselessness, these facilities were included in the major Chicago lakeside renovation of 2047. With upgraded facilities and increased capacity, the local docks enjoyed a tremendous increase in popularity. This popularity, however, has not been as long lasting as local civic leaders would have liked. Sacrificing their long term prosperity for short term financial gains, the corporations which owned and operated the docks have allowed them to deteriorate to levels nearly as bad as before the renovation. Although still in operation, most of the lakeside dock facilities are used for material transportation for the southern industrial zones. Shipping here is being performed on a much smaller scale than originally intended, which has led to increased economic hardships. The majority of shipping must now be handled by the docks located on the southern edge of the downtown district and Evanston.

The residential areas of the southern sections of the sprawl are not nearly as ethnically-orientated as those of the north. Although members of separate cultures tend to be located near one another, the difficult economic conditions have caused the locals to band together in ways never considered possible in the north. As in the west, the residents of southern neighborhoods are strongly influenced by the corporations which employ them. Activities are organized on a company basis rather than a cultural slant. Because of this, the residents of the area are particularly susceptible to the rise and fall of the locally active corporations. Plant closings and lay offs are especially devastating here as workers not only lose their income, but many of the social activities and emotional outlets which allow them to recover from the loss of their job. "When times are good," as the residents say, "they are very good. But when times are bad, life falls apart."

Criminal activity is also strongly influenced by the rise and fall of business fortunes. Most criminal activity is aimed at unemployed workers or areas of the community where protection is likely to be weak. Often an entire neighborhood will be laid off work, allowing the corporation to withdraw corporate sponsored protection. For most residents, the loss of corporate security service is the most difficult problem to face. Formally prosperous blocks can be picked clean by roving gangs when a corporation announces group firings. Chicago police can provide limited assistance, but residents are forced, for the most part, to fend for themselves.

This does not mean criminal activity is confined to areas without corporate protection. Many residential and industrial zones have come under repeated attacks by sprawl gangs seeking either a foothold in the area or increased territory. Nightly violence is a way of life for sprawl dwellers in this area, but activity is normally directed at those with possessions worth stealing. Many of the sprawl gangs in this area have an almost benevo-





lent attitude towards the poorest neighborhoods, providing protection and manpower as available. This, in turn, allows the gangs a safe place of refuge when they are returning from their various criminal activities.

Like Jesse James of the Old West, the residents of these downtrodden neighborhoods actually look up to the gangs which occasionally help them and frequently hurt the corporations.

## 5.5 LAKEFRONT

In addition to providing the main source of recreation for the Chicago Sprawl, the lakefront provides many corporations with the direct commercial access required for their businesses. Because it is often the center of commercial activity, much of what goes on in Chicago, for good or bad, is reflected in the lake. All along the lake are the public water distribution facilities of the city. Recreational and commercial water craft are also found here, but most of these craft are concentrated by type in certain areas.

Parks and Water Patrol bases are also scattered at irregular intervals around the lake depending on population density and the availability of suitable land. Parks range from treeless beaches for public or private use to wooded reserves. The lakefront was once home to numerous wetlands areas which supported a host of wild life. These areas are all gone now. Most lie under the sprawl landfills which quickly increased past the sprawl's ability to regulate. Only on the southeastern side of the lake are there any remaining wetlands. Carefully preserved by individual corporations and private foundations, these small areas are normally closed to visitors. The Water Patrol took over shore line security and traffic control following the withdrawal of the United States Coast Guard in 1939. Initially a city-provided service like the police or fire departments, this organization was purchased by the Longenees Business Consortium in 1966. This privately held foundation has been responsible for guarding the lake shore since then.

With the decline of the dock works in the south, Evanston has increased its role in providing large ship access to the sprawl. Docks are spacious, with high tech loading and unloading equipment available at most berths. The ship captains of the Great Lakes prefer to port in Evanston if dock capacity, warehouse capability, and inland transportation permit. This makes maritime traffic especially heavy, particularly in the fall and spring.

Another major lakefront activity in the north centers around the fishing hatcheries and commercial seafood production bed near Waukegan. Although these corporate owned complexes are not physically large, they provide a wide range of products to the sprawl and beyond. Located on, or near, the lakefront for convenience, these facilities are heavily protected by corporate security. As with any foodstuff production, the operations officials who man these facilities are suspicious of strangers or the unexpected. Misunderstandings among the few remaining commercial fishermen in the area and the hatchery employees are, unfortunately, common.

In the downtown area of the sprawl, lakefront activity is mainly confined to water purification and distribution. As all of the water for the sprawl comes directly from the lake, city officials take special care to ensure the continued safety of the water supply. A vast network of water pipes, pumping stations and open canals direct water to the various districts. This network is connected to the lake at seven major sites and over one hundred minor ones. Commercial ship traffic into here is light, as only a handful of general shipping docks have the capacity to berth a standard sized freighter. Though confined to a limited area, most seasoned seamen count on increased use of these facilities as the southern docks continue to deteriorate. Calumet Lake Harbor is much larger and better equipped, however, and as a result, it is receiving much of the overflow traffic from the Hammond/Gary docks. Navigation for the larger ships occasionally poses a problem, but most captains will attempt to navigate the passage to Lake Calumet if allowed.

Lake Shore Drive is still a well known attraction of the downtown waterfront area. The famous road has been re-routed twice over the last fifty years following increased corporation expansion in the downtown area, but it remains the lake's most scenic drive. Once public beaches and parks lined the shore between old Lake Shore Drive and Lake Michigan, but many of these have long since been closed to the public. Most reopen as private property of Chicago corporations, but some remain closed for years due to toxic waste contamination.

In the south, the lakefront is almost completely taken over by the district's steel factories and the numerous businesses which support the industry. Dock facilities in Hammond and Gary are the largest in the sprawl, but mismanagement and corruption on the part of corporate officials charged with the dock's operation have turned most of the facilities into little more than lakefront rust yards. Reputable lake captains use the Evanston or Downtown facilities if possible. The only place this decay is not in evidence is in the privately-owned docks of the steel corporations. The continued successful operation of these docks is vital to the continued financial health of all of the steel companies, and even the greediest corporate president understands his business would fail

with the closing of these docks. The docks, though small, are maintained in excellent condition. Some commercial freighters are unable to dock at these smaller facilities due to the size of their ships, but the steel yards have only recently begun expansion of their private docking facilities.

On the southeastern portion of the lakefront most activity centers around recreation. Docking and shipyard activity here is almost entirely given over to small recreational vehicles. Rather than the heavy industrialization common on the western half of the lake, the southeastern portion is heavily commercial. Residents and visitors alike look to this area for recreation. Public beaches are the most common, but some corporations have begun attempts at securing private areas for their employees. This section of the lake has more water craft activity than any other part of the lake, but the size of the craft is generally limited to 30 meters or less.

## 5.6 LAKE MICHIGAN

Lake Michigan has made a tremendous recovery over the last twenty years. As early as one hundred years ago the lake was in serious ecological danger. A series of severe droughts brought the lake water level to its lowest point in recorded history. Water rationing was common and many cynics feared they would be forced to pipe water into the city from the Mississippi and Ohio River Valleys. Compounding the danger was a growing level of water pollution, especially along the shoreline. Timely corporate involvement and luck, however, turned the lake around.

By the late 2030s, the lake was on the verge of ecological collapse, though few would admit the fact. The southern portion of the lake was used as an open sewer for the surrounding sprawl. Residents of the area relearned, almost too late, that the lake was key to their survival. Led by the fishing corporations which were involved in new hatchery practices, the corporations of the sprawl began to clean up the lake and look for alternate sites for waste disposal. Even this was not enough, however. Despite the concentrated efforts of residents, the lake was eventually saved by the torrential rainfalls of 2039-44. In this five year period the lake's water level was replenished well past its pre-drought level. Coupled with the cleaner coast line and responsible corporate policy, the lake made a dramatic recovery. Now corporate residents of the sprawl are loathe to spend the time and money to remount such an effort. Maintaining a clean environment is much easier, and cheaper, than restoring one.

Once past the twenty mile marker of the shore line, Lake Michigan changes characteristics. Near the shore, the lake is all hustle and bustle. Commercial and recreational water traffic is abundant, but the primary lanes of travel are not so crowded that individual craft cannot make their way from point to point. Most of these sea lanes follow a direct path from docking facility to docking facility. This allows the mostly smaller craft to navigate their course with little chance for error.

On the open water, however, the environment is much different. Lake Michigan is capable of ferocious storms and unforgiving weather. Commercial sailors take this into account and are careful to give the lake the respect it is due. Recreational seamen, on the other hand, tend to be much more cavalier in their attitude and every year the water patrol officials certify the deaths of hundreds of careless boaters.

Although it sounds silly to people unfamiliar with the economics of the practice, the lake actually contains a number of pirate gangs. Armed with advanced anti-vehicle weapons and riding some of the fastest ships on the lake, these gangs make their living by preying on commercial and private ships. Many of the larger corporations can afford to staff security crews on their larger ships, but the smaller corporations often face limited options. As the pirates increase their activity, Water Patrol officials expand their operation.

Pirate gangs vary in size and their scope of operations, but most gangs include several small speed boats with five- to ten-man crews. Gangs split up to prey on smaller ships or combine their efforts to take on one of the larger freighters. Primary targets for pirate attacks include consumer electronics, medical supplies, weapons, and foodstuffs, though no target is safe provided the pirates can physically transport the cargo and resell it on the black market.

Most gangs are supplied at small bases which are principally located on the eastern side of the lake. Many gangs use the numerous rivers and canals to further throw off pursuit by traveling as much as fifty miles inland before reaching their base. Pirate gangs have earned the reputation for being especially bloody handed. Most gangs leave no survivors among their targets, though some occasionally leave a single survivor to relate the gang's deeds. These gangs, for reasons unknown, rarely sink ships they take. If the ship itself is not the object of the attack, the craft is usually set adrift once looted. Speculation abounds at this custom, but the actual reasons remain to be discovered.

## WORLD COMP

**IN LATEST LAND GRAB,  
REPUBLIC OF BAFFIN  
ISLAND ANNEXES  
KURDISTAN —  
INTERNATIONAL  
COMMUNITY IS  
OUTRAGED WHILE  
CORPORATE LEADERS  
STUDY SUBTLE SHIFT  
IN BALANCE OF  
GLOBAL POWER**





## 6.0 KEY PLAYERS IN CHICAGO

Sometimes Chicago Sprawl dwellers wish they had scorecards to keep track of all the comings and goings of the Megacorps, gangs and individuals which have their greedy little hands in all that happens in the windy city. The following section is a brief overview, but there are many more gangs and individuals waiting in the wings to become key players in there own right.



## 6.1 CORPORATIONS

### BAUHAUS

The Bauhaus Hotel and corporate branch office is located to the northwest of old downtown Chicago on the site of what once was the Park Ridge Country Club. The clean, pastoral setting has served as a model of other "hotel parks" of its kind throughout the world.

The main building of the complex serves as the office and registration center for arriving guests. Most guests will receive lodging in the upper floors of the registration center; however, a privileged few can afford one of the individual bungalows scattered throughout the grounds. All of the official business of Bauhaus is conducted on the first twelve floors of the main building behind strict security. Most guests do not even realize the scope of the Chicago office as they spend their days and nights preparing business of their own or lounging in the famous designer surroundings.

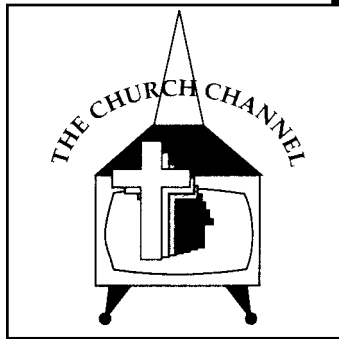
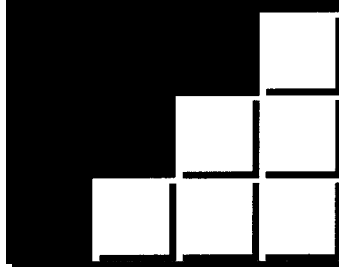
The majority of business conducted on the site consists of managing the construction of individual homes in Canada and the United States midwest. Business is excellent, so the Chicago office is currently in the process of expanding its operations.

### CHURCH CHANNEL

The Church Channel has enjoyed something of a revival in the Chicago area over the last three years, and as a result, they have greatly increased their attention to the Chicago area.

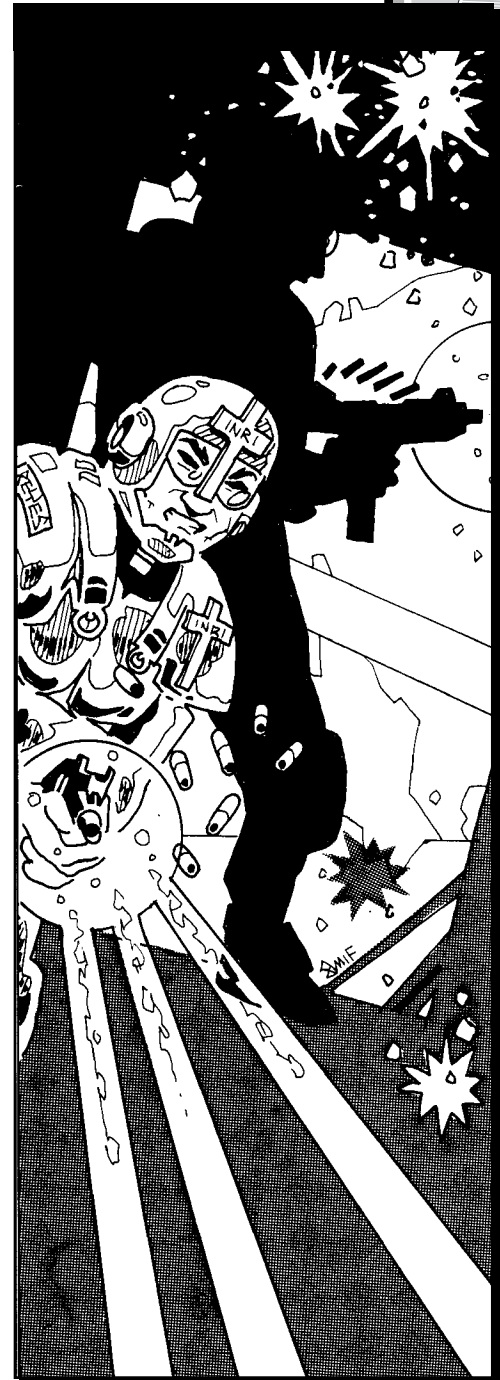
Devotees can receive all seven of the corporation's channels free of charge (donations are, of course, accepted). The Chicago branch is located in Mount Prospect, one of the many holy sites owned by the church. According to doctrine, Jesus drove into heaven in a white Cadillac convertible from that site. Hundreds of thousands of the faithful travel to the spot each year to see the sacred tread marks left by God's radials.

**BAUHAUS**



The Church Channel is also well-known in the area for its 'Redeem the City' campaign. Ministers of the faith, in armored body suits accompanied by a squad of heavily armed "Christ Cops," enter some of the darkest areas of the city to offer redemption to the multitude of sinners there, but only after buying the building occupied by these unfortunate sinners immediately prior to the crusade. Fire fights are common, but thus far, the armies of the holy have managed to emerge victorious. Although the loss of life has been extensive, the corporation has received credit for cleaning out six blocks of the old downtown area, as well as swelling the ranks of the faithful. What the corporation will do with this newly-purchased area remains to be seen.

The corporation also owns the Mount Prospect Shopping Center located only three blocks from the branch office location. An experimental venture, the shopping center offers overstocked goods from the Faith Shopping Network. Customer traffic has been good, but profits have not been as high as the board of elders expected. No matter what the results, it is unlikely the corporation will sell this prime piece of real estate.

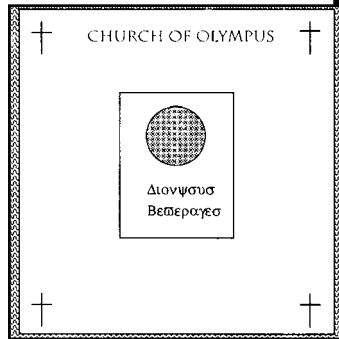


**CHURCH OF OLYMPUS**

The Church of Olympus has been attempting to convert followers to their old religion in the Chicago Sprawl for almost 60 years. Never really successful, except within small neighborhood areas, they have not given up trying. Highly visible and viewed as being just a little bit crazier than most other religious organizations, priests are often greeted with thinly veiled contempt, if not outright violence.

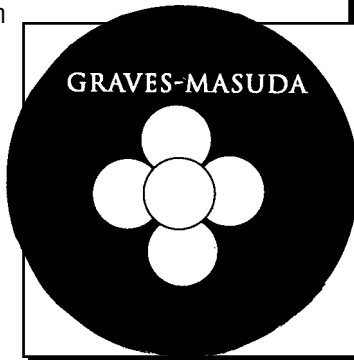
The Church of Olympus operates one of the local stations to broadcast the Xanadu Network. A perennial loser in the ratings war, the company does not seem to mind losing millions annually operating the station. The network's only program success is The Athena Files. This serial drama mixes graphic violence with frequent sex as the program's heroine stalks evil doers in the Eastern Sprawl.

The Church of Olympus' only successful venture in the Chicago Sprawl is the distribution of Dionysus Beverages. Considered the best in the sprawl, the toga-robed distributors are frequent sights at the local bars and clubs. Marketing techniques perfected in Chicago are now being tried all over the globe as the church looks for improved methods of acquiring funds to spread the message of faith.

**GRAVES-MASUDA**

As is characteristic for this corporation, the Graves-Masuda branch office is understated and elegant. Located on Park Boulevard of Glen Elyn, the company conducts limited research and operates a small CDeck construction laboratory. Well-known for the quality of their product and the associated price tag, the Chicago office, nevertheless, does active business with the local net runners. Most corporations prefer to buy their gear from Graves-Masuda, as do the host of "private" net runners. Graves-Masuda doesn't really care who gets the gear, as long as they have the bucks for gear — up front.

The CDeck laboratory is extremely well-protected. Located behind the branch executive offices, the single two-story building is protected by a wide array of passive sensors and a full crew of Graves-Masuda security guards. These guards have long enjoyed a frightening reputation throughout the world, but they seem to prefer to play a defensive roll for the company.



Recently several groups of unknown corporate commandos have attempted to gain access to the Graves-Masuda branch office and research facility. Although none of the attempts have been even remotely successful, the branch has stepped up security and conducted its business with even more caution. Although none of the evidence points at a particular corporation, the branch vice president suspects Serendipity is behind all the attempts.

**HUMANADYNE**

Humanadyne Corporation owns and operates three hospitals in the Chicago Sprawl, in addition to operating 51 Valkyrie Rescue Stations and the Chicago Road Mental Health Facility.

Well-respected and often used by the corporate officers of Chicago, the Alexian Brothers Hospital, Copley Memorial Hospital and Tinley Park State Hospital are considered to be the very finest in the city. The level of attention and the staff's desire to make their charge's stay as comfortable as

possible truly set them apart from the majority of health care centers in the city. Users should beware, however, as the price of such care does not come cheap. As well as being the best in the city, these facilities are the most expensive.

The Valkyrie Rescue Stations are scattered across the sprawl, enabling Humanadyne to make good on its promise to arrive within minutes of a cardholder's call. Although the Chicago facilities are not always kept in the best of shape, the Valkyrie vehicles are given motherly care under the watchful eye of the chief facility tech rat, enabling them to deliver performance slightly above listed specifications.

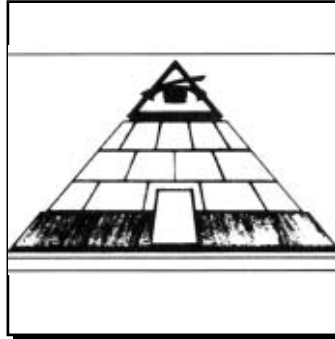
Although listed as a mental health hospital, the Chicago Road facility is actually used by Humanadyne to conduct genetic research. The campus facility houses some of the best and brightest minds in the field, but it remains to be seen if the workers there can deliver to their superior's high expectations. If current rumors are true, the company is conducting research in a broad range of areas including gene splicing and advanced cloning procedures.

**INTELLIGENCE SERVICES**

The Intelligence Services Building was constructed in 2079 on Lake Shore Drive across from 67th Street. Sitting in the middle of downtown, the twenty-four story building possesses a commanding view of Lake Michigan. The flat topped building is well known to local residents for the impressive array of communications equipment visible on top.



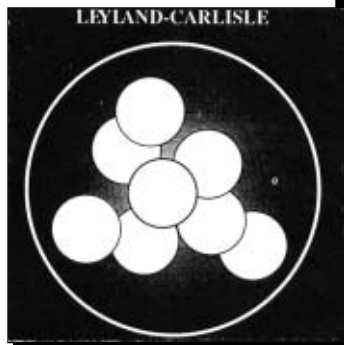
Intelligence Services branch in Chicago, though large, does little more than coordinate information gathered from other branches, as well as collect information on the American midwest. The official staff size is listed at just over 1,400, but most industry analysts realize that is an absurdly small number to handle the scope of an operation the size of Chicago. Most residents and corporations of the area are familiar with Intelligence Services' goals and business sphere, but none know how the information is acquired and assembled by the corporation.



In the Chicago Sprawl, the corporation has a good reputation for sound management and cautious political action. This typical low profile approach has become the hallmark of this company and anything else would be seen by other corporations in the sprawl as a sure sign something big was about to happen.

## LEYLAND-CARLISLE

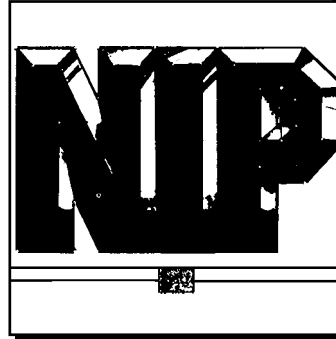
The pharmo-chemical giant arrived in Chicago in 2034, when it purchased the Centex Schaumburg Industrial Complex and completely walled off the facility. Although not as paranoid as Okira Minerals about security, the Leyland-Carlisle complex is heavily patrolled. The construction of several large greenhouses in 2040 seem to give credit to the theory the company used this facility as a major research center for their Venus project. Although Kendra Addison-Strange Carlisle will neither confirm or deny these allegations, they seem to at least partially correct. Now that the Venus project is underway, it remains to be seen what these giant greenhouses will be used for.



The corporation has managed to keep a low profile in the Chicago area. They seem to be unconcerned about the state of the local political scene which is highly unusual for a company of that size. Recently, rumors have begun to circulate the company has purchased the remains of the petrochemical refinery in Joliet. Destroyed by terrorists in the American/Japanese war in 2080, the vast complex has been resurrected; construction crews are hard at work to restore the facility. Most corporate analysts agree the redesigned complex will be turned into a state-of-the-art pharmaceutical production center, but Leyland-Carlisle refuses to either validate or deny these reports.

## NIPPON INDUSTRIAL PRODUCTS

Nippon Industrial Products offices and factories are scattered throughout the Chicago Sprawl, housed under a wide variety of names. Most of the giant robotic maker's factories are operated as wholly owned subsidiaries of the parent corporation. The wide range of names makes it difficult for all but the best informed individuals and corporations to know just how pervasive the company really is, as well as how important this corporation's continued good health is to the overall Chicago economy.

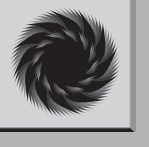
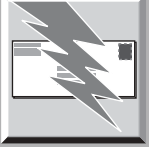
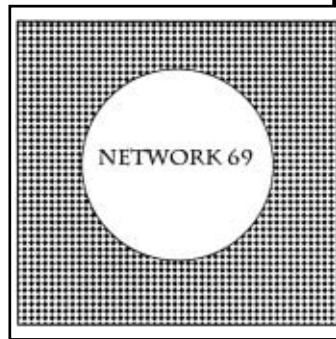


The local branch office is located in a pastoral setting in the west end of the sprawl, a virtual fortress of peace and serenity in the chaos of the city. Conscious effort was made to turn the entire southern half of the Green Valley Nature Preserve into a corporate park for NIP and a select group of additional corporations which purchased the rights to build on the land. All of the structures of the complex are limited in size to one or two stories and new construction is strictly controlled to preserve the harmony of the park.

NIP also owns a significant portion of the Northlake Industrial Park, where its US Machines facility is located. The massive complex is a maze of pipe, steel and concrete with a modest collection of prefab office buildings added near the front entrance to the complex. The facilities located in Schaumburg, Addison, and Glendale Heights are much less impressive in scale, but perform essential construction of component robotic parts under the ServoMotors label for eventual use at the Northlake assembly plant.

## NETWORK 69

Currently the second largest network in the Chicago Sprawl, Network 69 has spent billions cracking the Chicago market. Now that executives are starting to see some return on their initial investment, they are pushing the local staff for even bigger ratings and higher profits. Faced with an ultimatum, the senior staff in Chicago is involved in a frenzy of activity designed to protect their jobs. The corporate office at 57th and Halsted operates around the clock to provide viewers with what they need, or at least what they want.







Network 69 has greatly increased the quality of their programming over the past two years and local reporters and actors associated with the network are reaping the benefits. The corporation maintains a complete holographic recording studio for on-the-air reenactment and they boast the largest fleet of "footslogs" in the sprawl. As a result, they are often able to scoop other stations by having a man on the screen within minutes. Of course, when ratings look like they are about to take a drop and things are rather boring, the Network can stage an accident or catastrophe within hours.

## OKIRA MATERIALS

The staff members of the Okira Materials branch in Chicago are understandably nervous about the strained relations between their company and New Edison. With the arcology just over twenty miles away, the staff has almost been doubled over the last twelve months by the addition of extra security forces. Martial arts training is now mandatory for all workers and travel is discouraged outside the Okira corporate zone.

When not looking over their shoulders, the staff of the Chicago branch conduct research for the aerospace division of Okira. After purchasing the entire National Acceleration Laboratories area and the town of West Chicago in 2068, the Okira Corporation invested over 35 billion in bringing the facility up to date, sparing no expense to make sure the complex included every bit of leading edge technology available. The investment, and the importance of the work being conducted, makes Okira unlikely to leave the area, despite increased violence in the West Chicago area and repeated attempts to break into the Acceleration Laboratory.

The Okira Corporate Zone was finally walled off in 2085 to help curb violence and protect the Okira workers and their families. Although every effort has been made to provide for the wants and needs of these workers, most employees find it impossible to stay within the confines of the zone

forever. New Edison-sponsored violence and crime has been reduced to manageable levels behind the walls, but when workers decide to go downtown, they are understandably paranoid. Because the Okira complex was not designed to be self-sufficient, the community is in constant danger of running out of critical supplies, both for the workers and the research facility itself. To lessen this problem, local managers have begun to initiate plans to make the complex entirely self-sufficient by the year 2093. In the meantime, a three month stockpile of goods is being stored away to prepare for any eventual confrontation.

Despite the hostilities between New Edison and Okira, the upper level executives of the Japanese corporation are frequent visitors to the Mall's sixth level shops. Valris and New Edison marketing departments are quick to point to this activity as a sure sign the two companies will eventually work out their differences in a friendly manner. Stock prices seem to take at least a brief look at this and occasionally edge upwards. While at the arcoLOGY, all wealthy members of Okira are treated with respect and courtesy. Those without the cash and corporate protection must take their chances at the Mall, where they will frequently be accosted by the arcoLOGY gangs when recognized.

## SERENDIPITY

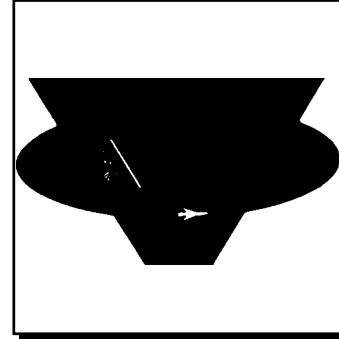
Although not as nervous about the developments at New Edison as Okira Material, the Chicago staff of Serendipity has subtly increased protection forces at its Chicago facilities. The long-standing feud between Serendipity and New Edison makes it inevitable, at least in the minds of Serendipity executives, for the two corporations to clash.

Serendipity is housed in one of Chicago's most famous buildings, the Sears Tower, or as it is now called, the Serendipity Tower, or the Black Tower. Purchased in 2045 on the verge of collapse, the corporation bought the building for next to nothing and spent the next ten years rebuilding the internal structure and remodeling the interior. When finished, the building was restored to its original purpose, housing numerous smaller corporations in the thousands of offices. The top twenty levels, as well as the roof, and 23 stories scattered throughout the building are for the exclusive use of Serendipity. Although none are sure of the exact operations conducted at the Chicago office, the state-of-the-art telecommunications gear housed on the roof make it likely that the Black Tower is in constant communication with Crystal Palace. It is a statement to the size and power of Serendipity that they could buy one of the tallest buildings of the past century and still not be primarily associated with its ownership. Most people outside of Chicago, in fact, view the Serendipity Tower as nothing more than another corporate building. A tall one to be sure, but, after all, it is not even the corporate headquarters.



## TRANS-ORBITAL

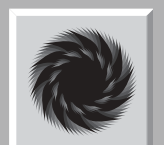
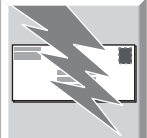
Trans-Orbital is the majority owner of the O'Hare Airport and Orbital Launch facility in the center of the Chicago Sprawl. Although primarily a passenger carrier, with most of its assets tied up in aerospace vehicles, the corporation does maintain a network of ground facilities to service those vehicles. The Chicago facility is somewhat understated, more functional than flashy. Workers and executives at Trans-Orbital go about their daily routines with a minimum of hassle from the outside world.



The corporation owns gates at O'Hare for all three of its lines. Caledonia, the luxury line, owns 15 gates; Pan Am owns 26 gates; and Trans World Airlines owns 52 gates. Business is booming for Trans-Orbital, especially in the corporate sector, where corporations which wish to pamper their business flyers book their employees with flights on Caledonia and Pan Am. Safety and security, two of the company's watch words have given the Trans-Orbital a sterling reputation in the Chicago area.

## WORLD COMP

**CROOKED LAND  
DEVELOPER FAKES  
"SPEAKING IN  
TONGUES" IN COURT  
TO TERRORIZE JURORS  
— PENTECOSTAL  
FOREMAN SAYS HE  
WASN'T IMPRESSED**



**6.2 ORGANIZATIONS****ARMED WORKERS COALITION****OVERVIEW**

**ABSTRACT:** The Armed Workers view themselves as the protectors of the rights of workers, whether their rights need protecting or not.

**IDENTIFIERS:** Blue collared shirts with rolled up sleeves, denim pants and thick work boots.

**ACTIVITIES:** Corp-busting. Assault on corporate managers and the destruction of corporate property.

**GENERAL ATTITUDE:** Belligerent. Shouting their Marxist slogans, they destroy anyone or anything in the way.

**COMMON EQUIPMENT:** Light Body Armor under their "common" clothes. Most carry clubs and small incendiaries.

**COMMENTARY**

Occasionally identified as "a worker's union gone straight to Hell." Leaders of this militant organization have long since lost their original message of freedom and dignity to the common laborer and now spend their time planning acts of violence and destruction.

AWC rallies are little more than a common drinking spot. These rallies can be as small as three or four members to as large one hundred. Members work themselves into a righteous fury over the state of the nation and the cause, while consuming vast amounts of beer and Speed. Once the rally leaders are drunk enough to ignore any ideas of lawfulness, the "posse" goes looking for worker's rights violations. Nothing is safe when the posse is on patrol.

Response to perceived rights violations are swift and brutal. Entire districts have been demolished at larger rallies, the staff of countless offices beaten and killed, and the buildings set ablaze. These object lessons usually go on for no more than a few hours, as the participants of the rally slowly work off the effects of the drugs and alcohol.

**ARMED WORKER (LEADER)**

**Profession:** Killer

**Level:** 5th

**Hits:** 55

**AT(DB):** LBA (0)

**Fire:** +50 Shotgun

**Melee:** +85 Brawl or Club

**Skills:** +50 Equipment, +50 Environs, +75 Drug Tolerance, +60 Frenzy

**ARMED WORKER (COMMON)**

**Profession:** Killer

**Level:** 3rd

**Hits:** 35

**AT(DB):** LBA (-5)

**Fire:** +35 Shotgun

**Melee:** +65 Brawl or Club

**Skills:** +40 Equipment, +50 Drug Tolerance, +45 Frenzy



## THE MALL ASSOCIATION

### OVERVIEW

**ABSTRACT:** Composed of the merchants who do business in the New Edison Arcology Mall. This association is primarily interested in increasing profits

**IDENTIFIERS:** Trendy Clothing with expensive accessories. They often travel in groups, making deals as they travel.

**ACTIVITIES:** Price fixing and non-competitive negotiating. Making money any way they can.

**GENERAL EQUIPMENT:** LBA under fashionable suits, shades, small pistol, personal computer.

### COMMENTARY

The Mall Association quickly sprang into being when several of the original merchants of the Mall realized that without some degree of organization they were at the tender mercy of New Edison and the Valris Foundation. They quickly organized to keep expenses as low as possible and increase profits for as many members as possible. Membership is voluntary, but non-association shops are often the target of intense competition from member stores and few, if any, new stores can manage to stay in business when faced with this level of organized resistance.

Since its inception, the association has had a running battle with Valris on the operation of the Mall. Although the members of the association are not in a very strong bargaining position, they have managed to successfully petition the Foundation for improvements to the Mall. These expenses are eventually passed on to the customer, but the members of the association are able to increase their profit margins with every rise in operating costs.

The association usually maintains a low profile. Members often use the association as a shield to institute changes which directly benefit a minority of merchants. This minority, which represents the largest and most successful



stores, is often able to bully the smaller, but more numerous, businesses into actions which, in the long run, can only benefit large operations. In this system, the big get bigger (and take a larger slice of the profits) and the small are forced out of the Mall (and are replaced by new blood and new capital). In-fighting is a very common activity among members of the association.

### ASSOC. MEMBER (ELITE)

**Profession:** Sleaze

**Level:** 6th

**Hits:** 45

**AT(DB):** LBA(0)

**Fire:** +40 5mm Pistol

**Melee:** +20 Brawl

**Skills:** +80 Culture, +60 Streetwise, +70 Administration, +50 Exploit, +45 Perception

### ASSOC. MEMBER (COMMON)

**Profession:** Sleaze

**Level:** 3rd

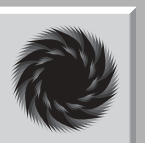
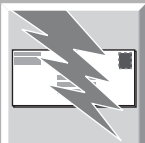
**Hits:** 25

**AT(DB):** LBA(-10)

**Fire:** +20 5mm Pistol

**Melee:** —

**Skills:** +45 Culture, +30 Streetwise, +30 Administration, +30 Exploit, +20 Perception



**GANG OF DISTINCTION****OVERVIEW**

**ABSTRACT:** Secret enclave of business executives and prosperous merchants. The highly ritualistic meetings of this poli-club have little focus, but much pageantry.

**IDENTIFIERS:** Nothing, except during meetings when all members wear dark cowed robes with full facial masks.

**ACTIVITIES:** Power brokering, hedonistic chapter meetings

**GENERAL EQUIPMENT:** Varies by individual. All are prosperous members of the arcology who have risen to wealth by different means.

**COMMENTARY**

At first this poli-club was thought to be little more than a fraternity for the powerful, but once the membership swelled to over fifty, the members started to look for a direction. For the last year they have been searching, but with little initial success.

Members of this poli-club are not generally known, even to other members of the club. All wear the concealing robes during meetings and each member has a enclave name. Even the long-time members known only ten to fifteen members of the club at any one time.

The organization has always had strong Satanic overtones, but only recently have the trappings been taken seriously. There are rumors of human sacrifice among the members of the inner circle, but proving the truth of these allegations is, of course, very difficult. It is certain that the bi-weekly meetings of this organization are among the wildest in the arcology. Members drink for hours, chanting oaths and psalms. After several hours the staff of one of the arcology brothels is brought in to finish the night's entertainment. Occasionally these meetings will spill out into the arcology, but this is becoming increasingly rare as the Gang's reputation continues to grow and the need for secrecy increases.

**G OF D MEMBER (ELITE)**

**Profession:** Sleaze

**Level:** 8th

**Hits:** 90

**AT(DB):** LBA (10)

**Fire:** +100 5mm Machine Pistol

**Melee:** +60 Brawl

**Skills:** +50 Culture, +75 Exploit, +50 Ambush, +50 Perception

**G OF D MEMBER (COMMON)**

**Profession:** Sleaze

**Level:** 5th

**Hits:** 75

**AT(DB):** LBA (5)

**Fire:** +80 5mm Machine Pistol

**Melee:** +50 Brawl

**Skills:** +30 Culture, +50 Exploit, +20 Ambush, +25 Perception

## STORMWATCHERS

## OVERVIEW

**ABSTRACT:** Doomsayers and self styled prophets of the apocalypse. Members of this poli-club preach the end of the world to any who will listen.

**IDENTIFIERS:** Dark multi-layered clothes with faces heavily painted to represent corpses or skeletons for the hard-core members. Regular members dress in street clothes.

**ACTIVITIES:** Public Speaking, Debating, Assault.

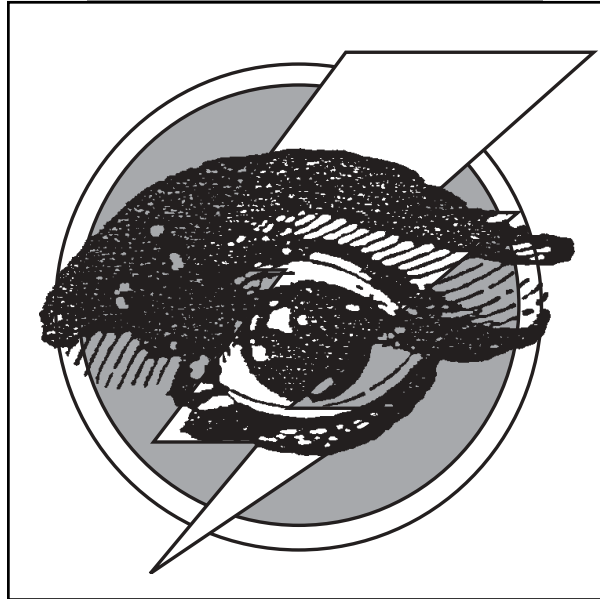
**GENERAL EQUIPMENT:** All members of this organization are heavily armed. Most prefer shining blades and chromed firearms. Few, if any, have other pieces of equipment.

## COMMENTARY

Members of this poli-club constantly tell themselves that things cannot possibly get worse, then they are proven wrong. Most of these members who are not naturally nihilistic have suffered a significant fall from grace, or have been constantly frustrated in their attempts to get ahead. All are looking to end their lives, but most lack the conviction to do the job.

When not engaged in poli-club activity, members of this organization go about their daily routine, but always with an eye toward the end that they know is coming. They are spendthrifts in the extreme, refusing to plan even a day in advance. When a group of Stormwatchers gather, however, their mood varies greatly. Their main activity is the spreading of their beliefs. Recruiting drives are conducted nightly, mostly in the sprawl, but occasionally in the Mall. Members who are not involved in the nightly recruit often spend their time with other members of the club engaging in quieter debates. During these times, they prefer to be left alone, a preference they will go to extremes to ensure.

Hard-core Stormwatchers, members who have abandoned all activities other than preaching and preparing for the end, can be very persuasive speakers. They like nothing more



than debating with the unbelieving in full view of a crowd. If the debate goes poorly, however, it is not uncommon for the Stormwatcher to attack his opponent or anyone standing in the way. Law enforcement agencies in the sprawl and arcology have long ago learned to keep an eye on hard-cores when they begin to speak.

## HARD-CORE WATCHER (ELITE)

**Profession:** Sneak

**Level:** 6th

**Hits:** 50

**AT(DB):** None (10)

**Fire:** +75 Needle Pistol

**Melee:** +40 Knife or Orchid

**Skills:** +40 Culture, +75 Exploit, +40 Streetwise, +70 Media

## STORMWATCHER (COMMON)

**Profession:** Sneak

**Level:** 3rd

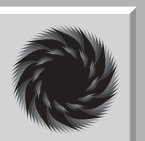
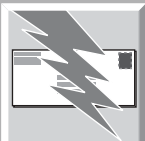
**Hits:** 45

**AT(DB):** None (0)

**Fire:** +50 10mm Machine Pistol

**Melee:** +30 Orchid

**Skills:** +30 Culture, +45 Exploit, +20 Streetwise, +50 Media





**NOBLE ROMANS****OVERVIEW**

**ABSTRACT:** A philosopher's and political thinker's poli-club. Members spend much of their free time gathering all manner of esoteric data.

**IDENTIFIERS:** Senatorial robes when attending meetings or conferences, otherwise as average citizen.

**ACTIVITIES:** Debate, research, information gathering, falsification.

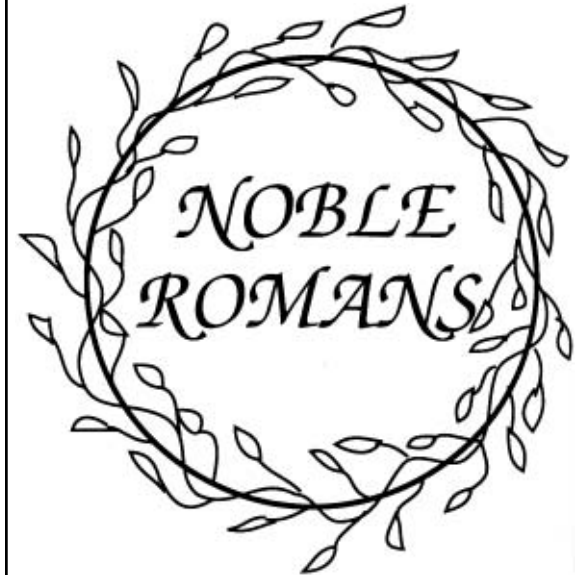
**GENERAL EQUIPMENT:** Complete computer and cyberwear to assist with their research. Equipment is used to correlate and recall data as required. Most carry concealed weapons, but rarely use them.

**COMMENTARY**

The Noble Romans are self-styled political philosophers and social analysts. They spend much of their free time debating the nature of life and the likely turn of events given current social conditions.

Although members of this organization have long enjoyed a reputation as harmless social commentators, they are actually involved in predicting long-range social patterns. Armed with the data collected from research projects, the leaders of this poli-club invest sizable amounts of the organization's money, as well as the money of members, in areas likely to be profitable in the near future. The organization has been very accurate over the last three years, greatly increasing the club's fortune. Members have, likewise, reaped the benefit of the organization's knowledge.

The poli-club is not above occasionally influencing the outcome of events if their return justifies the risk. Armed Romans have been known to use any means necessary to see their research validated, including threatening property owners, vandalism, theft, document falsification and data piracy, although the club is very cautious to remain above the actions of the individual members.



Because of the amount of research being performed by the members of the poli-club, and the vast library of knowledge available to the club as a whole, this organization has earned a reputation as a reliable, but expensive, information broker. If the club does not have the information in question, they will attempt to discover it as quickly as possible as a matter of club pride, provided the requestor can front the required research expenses. The organization is also able to recreate a variety of legal documents with surprising ease, provided a client has an original. Although much more dangerous to the life of the poli-club, this enterprise continues to be a major source of information and wealth.

**NOBLE ROMAN (ELITE)**

**Profession:** Sleaze

**Level:** 5th

**Hits:** 40

**AT(DB):** LBA (-5)

**Fire:** +40 5mm pistol

**Melee:** +20 brawling or cane

**Skills:** +50 Advanced Math, +50 Falsification, +75 History,

**NOBLE ROMAN (COMMON)**

**Profession:** Sneak

**Level:** 4th

**Hits:** 40

**AT(DB):** LBA (0)

**Fire:** +40 5mm pistol

**Melee:** +30 brawling or cane

**Skills:** +30 Ambush, +40 Perception, +40 Subduing

## ARMED REPUBLICANS

## OVERVIEW

**ABSTRACT:** This poli-club is a militant off-shoot of the National Republican Party which is no longer recognized as part of the official political party.

**IDENTIFIERS:** Members wear conservative corporate suits with "power ties."

**ACTIVITIES:** Liberal smashing, treason, candidate support.

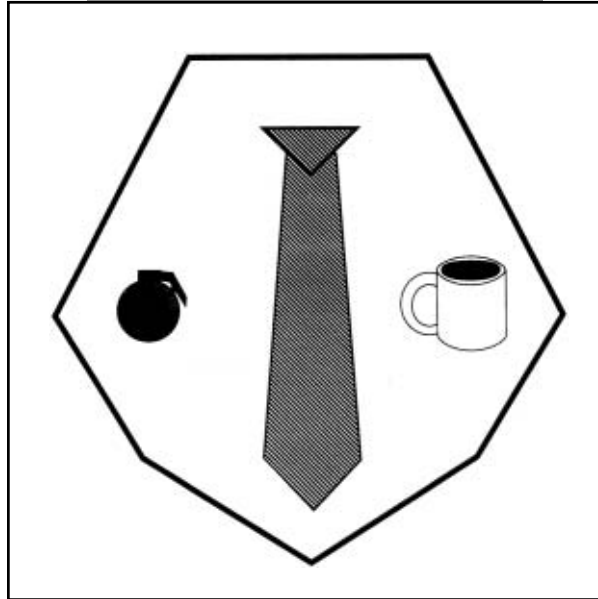
**GENERAL EQUIPMENT:** Pistol, surveillance and listening gear, concealed cybernetic enhancement.

## COMMENTARY

In every organization there are those who believe enough is simply not enough. In the late 2060s, the ultra-conservative right wing of the Republican party decided the organization was not doing enough to stop the spread of "dangerous liberalization of the world environment." Unable to convince the mainstream Republican party of the dangers they perceived were subtly creeping into the social system, the extreme right wing split from the main party to take a more active roll in stopping liberals. Though hard-pressed at times to explain where the line lies between liberal and acceptable, the poli-club has no problem identifying a liberal person, place or thing when they see one.

In the last thirty years, the actions required to stop the spread of left wing thought has been increasingly broadened. Once the poli-club's name was little more than a phrase, few if any of the members were actually armed. Though aggressive, they rarely came to blows with even the most explosive of opponents. Now the club is ready to fight at the drop of a slogan. The group is willing to escalate any confrontation to any stage necessary to carry the basic tenants of their belief. Talking politics with members of this group can often be life-threatening.

When not actively engaged in confrontation with left wing members of society, the members of this organization take an active roll in the support of their political candidates.



Crossing all corporate boundaries, this organization will support the man or (more rarely) woman, who is the most politically conservative. Political candidates often consider this help dangerous to accept, as well as dangerous to refuse, but all agree the poli-club is an excellent source of information on the opposition. Members have an excellent information network and are more than willing to share information with the candidate of their choice.

## ARMED REPUBLICAN (ELITE)

**Profession:** Sleaze

**Level:** 6th

**Hits:** 45

**AT(DB):** LBA(0)

**Fire:** +50 5mm Light Machine Pistol

**Melee:** + 20 Brawl

**Skills:** +60 Culture, +75 Streetwise, +70 Exploit, +50 Media, +70 Trickery

## REPUBLICAN (COMMON)

**Profession:** Killer

**Level:** 4th

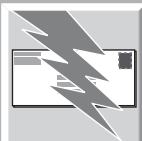
**Hits:** 60

**AT(DB):** LBA(20)

**Fire:** +60 10mm Submachine Gun

**Melee:** +45 Brawl

**Skills:** +35 Environs, +45 Stalk & Hide, +30 Perception



**ORDER OF THE BRASS TOKEN****OVERVIEW**

**ABSTRACT:** A poli-club based on only social activities. They hold firm to the belief recreation is the key to self awareness.

**IDENTIFIERS:** Brightly colored print shirts. Most members are consistently under-dressed for any event they are attending other than club functions.

**ACTIVITIES:** Having a good time, preserving their right to have a good time.

**GENERAL EQUIPMENT:** Simstim players and a variety of disks, assortment of illicit drugs, and chemical mood alterants.

**COMMENTARY**

The members of this poli-club are only interested in having fun. While this takes on a variety of aspects, the basic theme is always present. Individuals selected to join this club can be virtually guaranteed they will never be bored again.

Admission into this club is strictly by invitation. Prospective members must prove to the selection committee they have what it takes to be a hard-core Brass Token. Individuals are allowed one shot at being selected. The prospective member sponsors one party for the members of the committee and if the members have a good time, the individual is in the club. If they do not, the person will not be given the opportunity again.

As would be expected, the members of this club are very hedonistic. They are also very private about their activities. Although membership into the organization is not kept secret, the members do not usually care to explain themselves to the outside world. To this end, they are actively involved against any attempt to restrict the rights of an individual, whether by the city, nation, or corporation. Members are quick to point out this is the only serious activity the poli-club is engaged in performing. Members

wryly state this narrow focus allows them the time necessary to concentrate on the club's main focus.

Recently some members of the poli-club have begun to play practical jokes on non-members. These actions are generally viewed as dangerous by the majority of the members, as it draws negative attention to the group. It has certainly increased the club's profile in the Chicago Sprawl, making them one of the best known clubs in the area. As time goes on, many of the residents of the arcology are discovering they are the subject of Token jokes when elevators break down, water runs blue, or a walkway is covered with silicon spray. Although none of the participants in the recent activities will admit their involvement in the practical jokes, the leadership of the organization has begun to search for the involved members. They will certainly be expelled from the group if discovered.

**BRASS TOKEN (ELITE)**

**Profession:** Sneak

**Level:** 4th

**Hits:** 40

**AT(DB):** None(-5)

**Fire:** —

**Melee:** +20 Brawl

**Skills:** +30 Equipment, +40 Streetwise, +20 Chemistry, +55 Drug Tolerance

**BRASS TOKEN (COMMON)**

**Profession:** Sneak

**Level:** 2nd

**Hits:** 25

**AT(DB):** None(-10)

**Fire:** —

**Melee:** +10 Brawl

**Skills:** +25 Streetwise, +40 Drug Tolerance



## ETA KAPPA GAMMA

## OVERVIEW

**ABSTRACT:** This poli-club is based on the principal that knowledge is power. Often referred to as militant scholars.

**IDENTIFIERS:** Mortar board caps when meeting in official sessions.

**ACTIVITIES:** Research, information gathering, inventing

**GENERAL EQUIPMENT:** All members are cyber-enhanced. Most possess advanced Neurosoft programs. Elite members also possess fully stocked laboratories or have access to the same.



## COMMENTARY

EKG, as the poli-club is known, is all that remains of several scholastic honor societies. With the breakdown of public education and the state-backed university system, many of the brightest scholars went directly to the corporations for their education. As membership began to wane, the societies were forced to migrate to the corporate sector or perish. EKG managed to avoid disbandment by enrolling members of corporate sponsored colleges. With the changing times, however, came changing views.

The leadership of the organization began to see the corporations were not teaching their students how to survive in the changing society. Long troubled by the lack of "real life" training received at most colleges and universities, EKG decided to teach their members the skills needed to accomplish their career goals. These skills are taught in conjunction with research activities sponsored by the poli-club. The poli-club's motto, Learn or Die, is reinforced at all levels of the organization. In all ways it is Social Darwinism at its best. Members who fail to learn either die, drop out of sight, or end up at the Death Valley Free Prison. Successful students take a larger slice of the economic pie as they increase their knowledge, skills, and personal wealth. Non-members are usually seen as little more than stepping stones on the way to the top.

Members of the club are taught knowledge is of no value if it is not acted upon or disseminated to the masses. To this

end, much of their resources go to fund an educational video channel. Knowledge must also be kept up to date. Members, therefore, spend much of their free time catching up on world events and discovering what is happening behind the closed doors of the corporations. Unlike other organizations, however, EKG is only interested in items of a personal nature. Information which will help their personnel climb up the corporate ladder is their prime concern, although other information will be acquired and used as needed.

EKG research projects would shock most traditional teaching institutions. Members are encouraged to do whatever is necessary to acquire the information required by the club. Laws mean little to the organization, but members must be ready to pay the price if they are detected in illegal activities. These dangerous activities are carried out by members with only limited formal training. Members advance in the organization by successfully completing their research projects, which range from the acquisition of classified corporate data to the invention of enhanced cybernetic equipment. Over the years the club has built a vast storehouse of equipment and knowledge, which is available to members as needed. Students must know where to look, however. If they have learned their lessons, they will eventually be rewarded with the knowledge, and power, they seek.

## ETA KAPPA GAMMA (ELITE)

**Profession:** Sneak

**Level:** 6th

**AT(DB):** LBA(10)

**Fire:** +70 10mm Light Machine Pistol

**Melee:** +50 Brawling

**Skills:** +80 Elec Bypass, +80 Mech Bypass, +70 Streetwise, +65 Cyber Tech

## EKG (COMMON)

**Profession:** Sneak

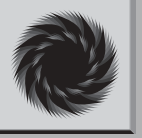
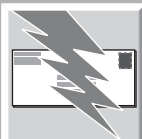
**Level:** 4th

**AT(DB):** LBA(10)

**Fire:** +55 10mm Light Machine Pistol

**Melee:** +45 Brawling

**Skills:** +60 Elec Bypass, +65 Mech Bypass, +55 Streetwise, +50 Cyber Tech



**BLUE LEGIONNAIRES****OVERVIEW**

**ABSTRACT:** A loosely-organized poli-club of veteran soldiers. Most members have been either mentally or physically crippled by the wars they fought.

**IDENTIFIERS:** Bits and pieces of old military issue gear. Most wear some variation of camouflage, even in corporate settings.

**ACTIVITIES:** Counseling and group support, covert military operations.

**GENERAL EQUIPMENT:** All members have access to some pieces of advanced military hardware, though few ever carry more than a single personal weapon.

**COMMENTARY**

This poli-club is one of the oldest in the Chicago Sprawl, though few members would ever consider the club as anything more than a convenient meeting site for casual acquaintances. All members of the organization have suffered from their life in the various national and corporate militaries of the world. They have been loosely bonded together to share their experiences and support one another as well as possible.

Despite the rather morose attitude of the members of the poli-club, most members are excellent soldiers. Though highly skilled, they are no longer highly motivated. The club does attempt to make itself heard in the corporate board rooms and at the capital, but those in power have little interest in the common soldier's side of any armed conflict. Some of the club members are very interested in seeking an end to the conflicts which constantly rage across the world, but they lack the connections and skills to make this dream a reality.

Outsiders to the organization, especially individuals who have never served in an armed forces combat unit, are hard-pressed to understand the sense of devotion members feel to one another and the protective attitude prevalent in the group. "Weak Brothers" are especially well sheltered from the outside world by those of the club with lesser infirmities.



Although they are not usually proud of the fact, the members of this organization will often take on dangerous covert military missions. Cash derived from these missions is often the only means of income open to members without the social skills necessary to make it in the corporate world. Members are often considered unstable and are, therefore, used only as a force of last resort, but the overall success ratio of the club is excellent. The wages received by the members of the club vary greatly, but if the leadership of the poli-club is involved in the negotiation, the price for hiring the member will always be slightly higher.

**BLUE LEGIONNAIRE (ELITE)**

**Profession:** Killer

**Level:** 7th

**AT(DB):** ABS(10)

**Fire:** +90 Medium Assault Rifle

**Melee:** +70 Brawling or Knife

**Skills:** +60 Environs, +60 Equipment, +80 Perception, +50 Quick-Draw

**BLUE LEGIONNAIRE (COMMON)**

**Profession:** Killer

**Level:** 4th

**AT(DB):** ABS(0)

**Fire:** +65 Submachine Gun

**Melee:** +50 Knife

**Skills:** +50 Environs, +40 Equipment, +60 Perception, +35 Quick-Draw

## NINETY-SIXERS

## OVERVIEW

**ABSTRACT:** The members of this poli-club have turned their back on advanced pieces of technology and thinking, believing scientific and social advances should have stopped in 1996.

**IDENTIFIERS:** Simple, out-of-date, clothing with antique weapons and gear.

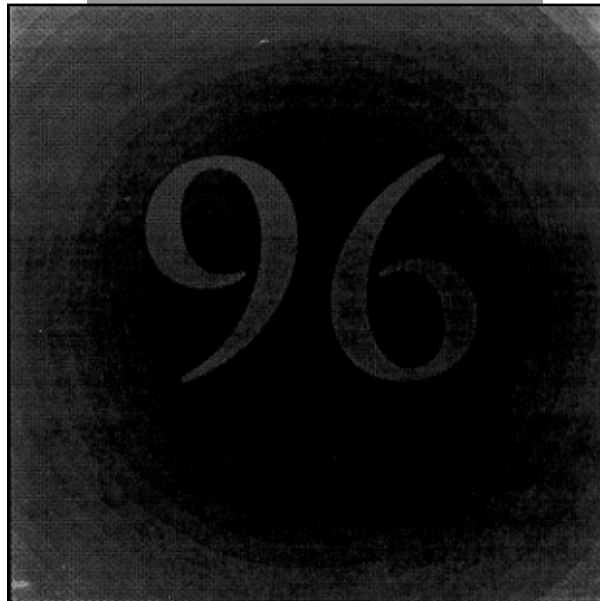
**ACTIVITIES:** Converting new members, property destruction.

**GENERAL EQUIPMENT:** All equipment actually owned by the members of this club are antiques. Equipment is fully-functional and lovingly cared-for.

## COMMENTARY

Even in the current day and age, there are some organizations which do not seem to have a firm grip on reality. The Ninety-sixers are one of those groups. Members firmly believe technology was perfect, or as near as possible, in the year 1996. Any additional technical advances have only decreased the productivity and usefulness of equipment. Members refuse to own anything which cannot be created using manufacturing procedures and equipment available in 1996.

Members of this poli-club are very practical about what they can and cannot use in their business lives, however. Although they cannot own a GEM vehicle, they can freely ride in one, and while they will not accept cyberwear under any circumstances, they will freely use the most advanced computer equipment available. Though self contradicting, the group is serious about their belief system and will take the opportunity to debate the issue with anyone who has the time. The members are also firmly routed in the belief systems of the 1990s. Though somewhat hampered by their inability to use the latest tools, they more than make up for the handicap with their attitude. Based primarily on greed, the members of this group will work day and night to get ahead in the world, often taking dangerous or demeaning jobs modern workers will not accept.



In the past few years, however, the gang has begun to take a more active stand against the increased use of technology in the home and office. Members are beginning to feel threatened and this has made them dangerous. Many of the more militant members of the organization have begun to take a more active stand in the war to stop technological expansion. This splinter group has been linked to the damage of several Magnebubble Supercomputers in the Chicago Sprawl, although the actual participants have never been discovered. It is feared this faction will eventually control the poli-club, making it a thorn in the side of every high-tech corporation in the sprawl.

## NINETY-SIXER (ELITE)

**Profession:** Sneak

**Level:** 5th

**Hits:** 60

**AT(DB):** LBA(10)

**Fire:** +40 Antique 9mm Pistol

**Melee:** +30 Switchblade

**Skills:** +80 Mechanical Bypass, +40 Stalk & Hide, +40 Mechanical Technics, +40 History

## NINETY-SIXER (COMMON)

**Profession:** Sneak

**Level:** 3rd

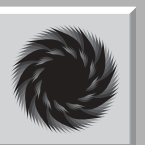
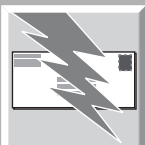
**Hits:** 35

**AT(DB):** LBA(0)

**Fire:** +25 Antique 9mm Pistol

**Melee:** +20 Switchblade

**Skills:** +60 Mechanical Bypass, +35 Stalk & Hide, +20 Mechanical Technics, +35 History





**PEOPLE'S TEMPERANCE UNION****OVERVIEW**

**ABSTRACT:** Dedicated to the abolition of alcoholic beverages in the Chicago Sprawl.

**IDENTIFIERS:** White arm band with red international "No" symbol over a black bottle.

**ACTIVITIES:** Destruction of property, anti-drinking rallies, assault, political lobbying.

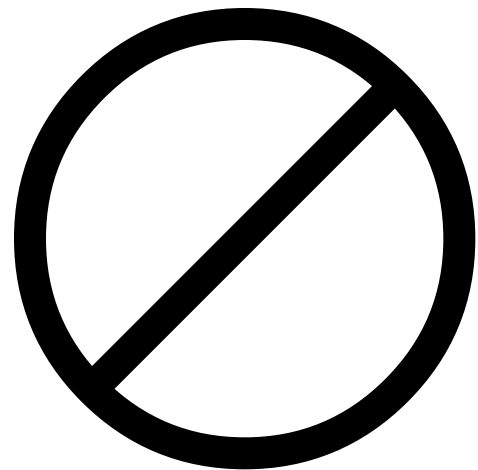
**GENERAL EQUIPMENT:** Heavy Pistol, club or chain, concussion grenades.

**COMMENTARY**

Although this organization's inception shocked many residents of the sprawl, insightful analysts were little amazed at this poli-club's resurgence. Basically a re-founding of the Women's Christian Temperance Union which spearheaded the prohibition of the 1930s, this group preaches the same message with a more aggressive attitude. Though the original group was able to lead the way to the prohibition and make Evanston a leading proponent of anti-alcohol activities, few give this organization the chance of influencing even the sprawl, let alone the rest of the continent.

This organization is firmly rooted in Evanston, which it managed to turn into a dry city (an area where the sale or distribution of alcohol is illegal). Although this would be good enough for many groups, the PTU is now actively engaged in preventing any alcohol from entering the city. Armed conflicts are becoming increasingly frequent in the north as the group expands its operation and message. Most of this activity is conducted to the south, but none of the areas of the sprawl have been excluded from roving teams of poli-club zealots.

The organization's main targets are, of course, bars and liquor stores. Members frequently stage commando-style raids on these establishments, attacking customers and



employees while shouting their message of temperance. The organization is careful, however, not to expand too quickly. Their growth has come in careful increments centered from their headquarters in Evanston. Although the law recognizes only the city limits as a dry area, many businesses near the city have discovered it is in their best interest to agree with the organization's goals and establish their own restrictive alcohol policies.

**TEMPERANCE UNION (ELITE)**

**Profession:** Sneak

**Level:** 3rd

**Hits:** 25

**AT(DB):** LBA(0)

**Fire:** +25 5mm Light Machine Pistol

**Melee:** +45 Club or Chain

**Skills:** +40 Streetwise, +35 Frenzy, +40 Media, +35 Subduing

**TEMP. UNION (COMMON)**

**Profession:** Sneak

**Level:** 2nd

**Hits:** 20

**AT(DB):** LBA(-5)

**Fire:** +15 5mm Light Machine Pistol

**Melee:** +40 Club or Chain

**Skills:** +20 Streetwise, +35 Frenzy, +20 Media, +30 Subduing

## WATER PATROL

## OVERVIEW

**ABSTRACT:** Privately-operated group responsible for the safety and security of water craft operated on Lake Michigan.

**IDENTIFIERS:** Bright red jacket with Water Patrol badge. Most officers are weather-beaten.

**ACTIVITIES:** Safety education and inspection, anti-smuggling, and anti-piracy.

**GENERAL EQUIPMENT:** Fast patrol boat with advanced communication equipment. Most boats are equipped with heavy weapons, but some are built for speed instead of firepower. Members tend to carry a minimum of personal gear, preferring to rely on their skills and abilities.

## COMMENTARY

The Water Patrol is operated by the Longenes Business Consortium as a public safety organization responsible for the safety of all water craft operating on Lake Michigan. Although little is known about the businessmen benefactors behind the lake's watchdogs, the exploits and abilities of the Water Patrol are known to all who use the lake.

Officially empowered by the Chicago Sprawl to act as police officers, the members of the Water Patrol are primarily involved in safety inspection and education. The organization has authority over all maritime activity and they are frequently the first line of defense on or near the lake.

The bulk of the organization's reputation, however, comes from their activities with Lake Michigan pirates. Many Water Patrol officers treat this activity as their main responsibility and as pirate activity increases, this is becoming more important. The organization has an especially long history with the Drakes pirate gang. Individual and fleet battles are closely watched by boaters of the sprawl to get an indication of the general safety of the lake on a given day. Though the Water Patrol has managed to keep the shipping lanes mostly free of the Drakes and those like them, the pirates enjoy virtual rulership of some areas of the lake.

## WATER PATROL (ELITE)

**Profession:** Jockey

**Level:** 6th

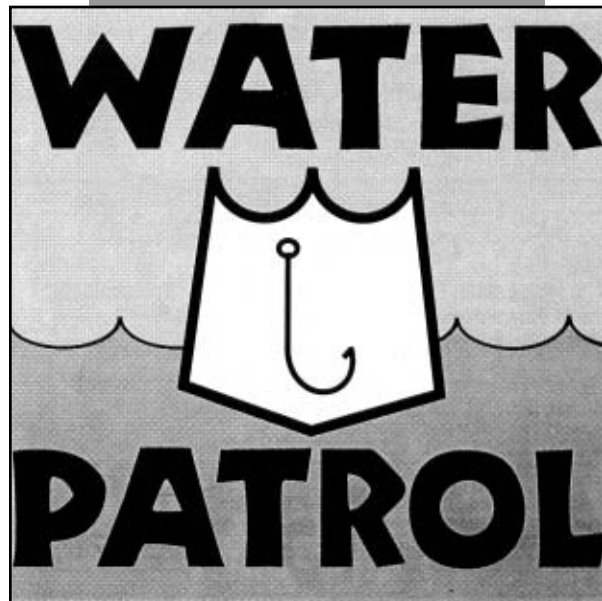
**Hits:** 65

**AT(DB):** LBA(5)

**Fire:** +70 Assault Rifle

**Melee:** +50 Karatand

**Skills:** +40 Mounted Weapons, +65 Piloting, +50 Equipment, +45 Mechanical Technics



## WATER PATROL (COMMON)

**Profession:** Jockey

**Level:** 4th

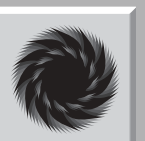
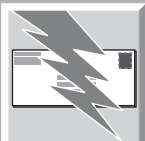
**Hits:** 50

**AT(DB):** LBA(5)

**Fire:** +50 Autoshotgun

**Melee:** +40 Karatand

**Skills:** +30 Mounted Weapons, +55 Piloting, +45 Equipment, +35 Mechanical Technics



**NEW EDISON GUARD****OVERVIEW**

**ABSTRACT:** New Edison Corporation's private security force.

**IDENTIFIERS:** New Edison Uniform

**ACTIVITIES:** Protection, Investigation, Surveillance

**GENERAL EQUIPMENT:** Armored body suit, H&K MP-9, plastic restraints, communications equipment. Some members are assigned a military version of the Gulfstar-Jeep Supercar depending on their duty station.

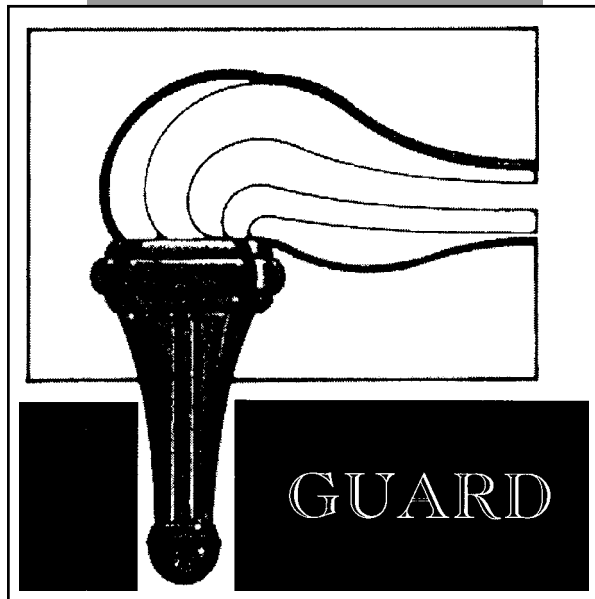
**COMMENTARY**

The New Edison Guard is charged with providing protection for all New Edison property. The actual number of these guards varies from site to site depending on the property value and the criminal activity of the area.

Members of the Guard, as it is called, are highly trained and highly motivated. They receive excellent employment benefits and a good salary from New Edison in exchange for their services. They maintain a high *esprit de corp* and can be counted upon to keep the best interests of the corporation in mind at all times.

The majority of the duty time for the Guard revolves around routine patrol work. Members on foot and in heavily modified Supercars patrol corporate installations looking for security violations. If a suspicious situation is discovered, the Guard coordinates their activity with a central controller and keeps the area under surveillance. Once proper backup has arrived, the strengthened patrol will investigate in force. Guards are responsible for apprehending trespassers, and keeping the corporation's property safe. Blazing fire fights are not the strong point of the Guard, but they do occur from time to time.

When the Guard discovers New Edison property has been stolen or damaged, they begin a criminal investigation. Unlike police forces in the past, the guard who discovers



the crime is usually the individual charged with locating the guilty party. Although this practice does not allow the degree of specialization common in some corporate forces, it ensures all members of the Guard are trained investigators. In special cases, however, such as murder of a corporate employee, Investigation Teams are put on the case. These teams represent the best the Guard has to offer.

**NEW EDISON GUARD (ELITE)**

**Profession:** Killer

**Level:** 6th

**Hits:** 70

**AT(DB):** ABS (0)

**Fire:** +75 H&K MP-9

**Melee:** +55 Brawling

**Skills:** +70 Subduing, +40 Drive, +30 Streetwise, +50 Quick-Draw

**N.E. GUARD (COMMON)**

**Profession:** Killer

**Level:** 4th

**Hits:** 60

**AT(DB):** ABS (-5)

**Fire:** +60 H&K MP-9

**Melee:** +45 Brawling

**Skills:** +50 Subduing, +20 Drive, +20 Streetwise, +40 Quick-Draw



## NEW EDISON TROOP

## OVERVIEW

**ABSTRACT:** The New Edison Corporation's private army.

**IDENTIFIERS:** New Edison military uniform.

**ACTIVITIES:** Counter-terrorism, installation defense, combat

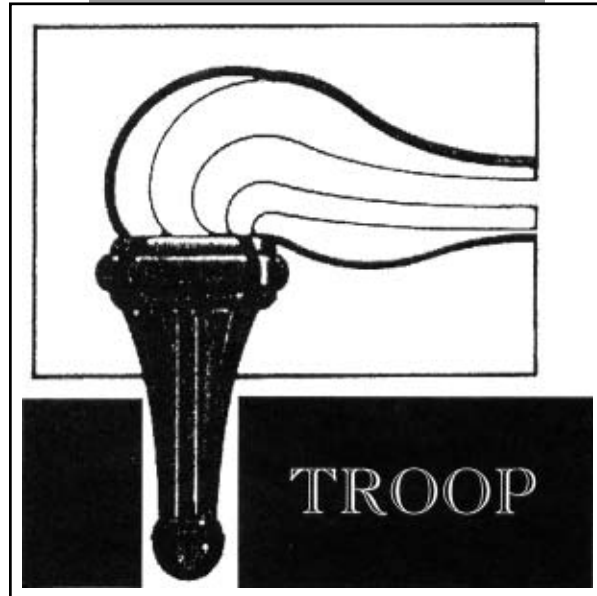
**GENERAL EQUIPMENT:** Armored body suit, Mirage R10 Lance assault rifle, Mirage 10X pistol, communications equipment, IR goggles, and field pack (when away from base).

## COMMENTARY

The New Edison Troop is, beyond question, the premier private military organization in the world. New Edison soldiers are located all over the globe and are involved, to one degree or another, in most armed conflicts between the world's Megacorporations. These soldiers have a very high profile and are used only when the corporation deems it to be absolutely necessary for the corporation.

New Edison troopers are highly trained for open combat and installation defense. Although most corporate assets can be defended with a normal contingent of New Edison Guards, some corporate complexes are either too isolated or too important to be protected with anything but the best the corporation has to offer. Squads of differing sizes are, therefore, part of many corporate holdings.

The strength of the New Edison Troop is not only in the skills and talents of the individual soldiers, but in the combined abilities of a squad. Soldiers who serve together have often been trained together, allowing every member of the team to know the strengths and weaknesses of his partners. In addition, every member of the team, which normally numbers eight, has a specific duty. This level of specialization allows the unit to function at peak efficiency even in the worst of conditions.



Enlistment into the Troop is difficult for all but the most qualified. Basic training reduces the field even further, as physically and mentally weaker recruits are eliminated from the ranks. Once finished with basic training, members of the Troop advance to the next level of training. Although this is considered part of the basic enlistment training, the advanced classes are where the individual recruits receive their specialization.

NEW EDISON TROOPER  
(ELITE)

**Profession:** Killer

**Level:** 8th

**Hits:** 90

**AT(DB):** ABS(5)

**Fire:** +92 Mirage R10 Assault Rifle

**Melee:** +84 Brawling or Knife

**Skills:** +55 Stalk & Hide, +60 Environs, +55 Perception, +50 Specialization Skill (varies according to duty: Drive, Pilot, Mounted Weapon, Medical Practice, etc.)

NEW EDISON TROOPER  
(COMMON)

**Profession:** Killer

**Level:** 5th

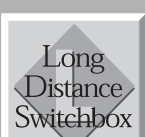
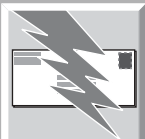
**Hits:** 65

**AT(DB):** ABS(0)

**Fire:** +70 Mirage R10 Assault Rifle

**Melee:** +60 Brawling or Knife

**Skills:** +45 Stalk & Hide, +45 Environs, +40 Perception, +40 Specialization Skill (varies according to duty: Drive, Pilot, Mounted Weapon, Medical Practice, etc.)



**6.3 ARCOLOGY GANGS**

**Note:** *Many of the gangs mentioned as allied or enemy gangs in the following sections can be found in either the **Cyberspace** book or in **Sprawl**gangs and **Megacorps**.*

Gangs of the arcology tend to be younger than is average on the street. Members are recruited at an early age and grow up in the arcology with other members of the gang, providing instant social acceptance. Most gang members have parents who work in similar, if not identical jobs, so they understand each other almost from the first meeting.

Children in the arcology are seen by the Valris Foundation as a resource to be used when they are needed. The company will attempt to keep children out of trouble, while giving them some flexibility to express themselves and discover where their natural talents lie. The soldier of tomorrow is the gang member of today. For that reason, arcology gangs are tolerated as long as they are not totally destructive or subversive. Membership is closely, but covertly monitored by the Edison Guard.

Arcology gangmembers join for several years then graduate to something else, or leave the arcology. Arcology gangs are meant to be a learning tool, not a haven for criminals and malcontents.

Members of the various gangs spend most of their time attempting to defy the authority that allows their existence in the first place. Members engage in various activities, mostly within the arcology or in its shadow, depending on the nature of the gang, then scatter when the Good Will Gang arrives (New Edison Guard). Acts involving violence or destruction of New Edison property

are dealt with as required, usually resulting in the arrest and detainment of the offending gang members. Reprisals are rarely necessary as repeated offenses of a serious nature which can be linked to an arcology gang will result in the group's liquidation.

For the most part, arcology gangs walk a tightrope between free spirited mayhem and the oppression of the corporation that shelters them.

**WORLD COMP**

***HINDI PILGRIMS TAKE  
TIME OUT TO VISIT NEW  
FLORIDA THEME PARK***

***AVERSION TO EATING  
CRICKETS LINKED TO  
CHEMICAL IMBALANCE  
IN HYPOTHALAMUS***



*i*



## FIREMEN

## GENERAL DATA

**Leader:** Gunderson Wentworth.

**Core Membership:** 40.

**Associated Membership:** 40.

**Demographics:** 75% male, age 13-21.

**Headquarters:** The Stationhouse Restaurant, New Edison Arcology.

**Turf:** New Edison Arcology Mall, levels 7-8.

**Identifiers/Colors:** Bright red pants with day-glo suspenders, white tank top, cap with badge.

**Activities:** Solicitation, drug distribution, vandalism, petty theft, assault.

**General Attitude:** Cocky, arrogant, disillusioned.

**Common Equipment:** Credichron for the arcology, light filter lenses, and a variety of illicit, homemade drugs.

**Sprawlgang Type:** Dealer.

**Allied Gangs:** High Pikes.

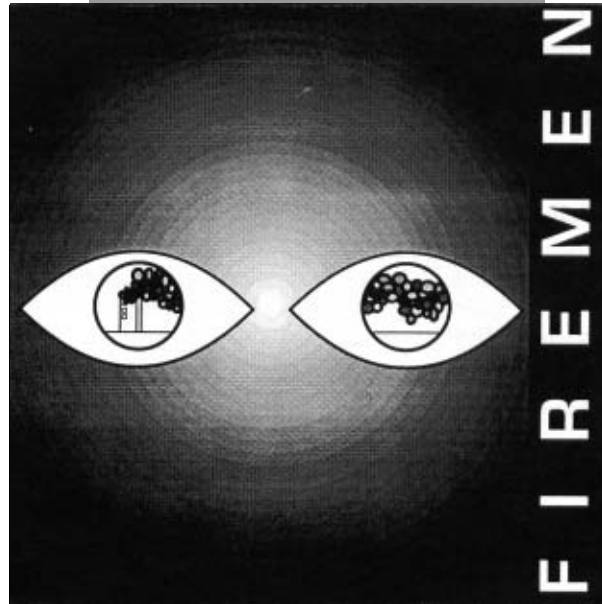
**Enemy Gangs:** Creepers.

## COMMENTARY

The Firemen are, perhaps, the most visible gang in the arcology. All members are phenomenally good-looking and they dress to draw attention to themselves, though for unknown reasons they refuse to model professionally. Gang members are mostly the children of the lower corporate parents who have just about given up on advancing any further in the corporate world. Of course, they are not so demented as to leave the safety of the arcology. At least not until they are thrown out.

Most members of the gang spend their time distributing homemade drugs of questionable quality, or attempting to solicit without getting caught by the Good Will Gang. Their attention span is rather limited, however, and they tend to be easily distracted.

Gang members are rarely seen alone, preferring to attack, deal, or solicit in groups of two or three. They will run if pressed. When cornered, they will fight to escape, not kill. When around their base, the Stationhouse Restaurant, however, they are increasingly belligerent and aggressive, especially to other arcology gang members.



## FIREMAN GANG MEMBER

**Profession:** Sneak

**Level:** 3rd

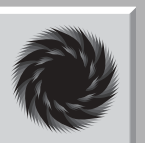
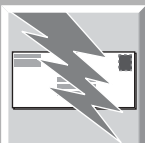
**Hits:** 25

**AT(DB):** LBA(-5)

**Fire:** +15 5mm Pistol

**Melee:** +35 Orchard or Switchblade

**Skills:** +20 Bio Tech, +40 Exploit, +40 Drug Tolerance, +20 Chemistry





**HIGH PIKES****GENERAL DATA**

**Leader:** Able Cordman.

**Core Membership:** 24.

**Associated Membership:** 28.

**Demographics:** 100% male, age 10-18.

**Headquarters:** The Black Zone Skatepark, New Edison Arcology.

**Turf:** New Edison Arcology Mall, level 2.

**Identifiers/Colors:** White sweatshirt with the picture of a moose on the back.

**Activities:** Petty theft, vandalism.

**Common Equipment:** Motorized skateboard with a neon paint job, arcology credichron, and skateman radios. Most wear padded helmets and knee pads.

**General Attitude:** Carefree, distracted.

**Sprawl-gang Type:** Minimod.

**Allied Gangs:** Firemen.

**Enemy Gangs:** Red Rovers.

**COMMENTARY**

Not only are the High Pikes one of the smallest gangs in the arcology they are one of the most endangered. The gang is little more than a loosely grouped pack of skateboarders who meet at irregular intervals to practice and discuss current trends in their beloved hobby. Their "leader" is actually no more than the most able rider in the arcology, as agreed upon by group consensus.

Some of the gangs of the arcology, however, like to practice their martial skills on the virtually defenseless Pikes. Long the whipping boys of the arcology gangs, they have only now been increasing in numbers with the silent protection of the Firemen. Membership is on the rise and, given time, the gang could eventually take on a definite direction. Other than riding their boards, the only activity they engage in with any regularity is petty theft.

**HIGH PIKES GANG MEMBER**

**Profession:** Tech Rat

**Level:** 1st

**Hits:** 15

**AT(DB):** None(10)

**Fire:** —

**Melee:** +5 Brawling

**Skills:** +10 Sport (Raking), +20 Acrobatics

## RED ROVERS

## GENERAL DATA

**Leader:** Quenton "Sherman" Brewster

**Core Membership:** 55

**Associated Membership:** 90

**Demographics:** 50% male, age 12-20

**Headquarters:** Information Center, 5th level landing, New Edison Arcology.

**Turf:** New Edison Arcology Mall Information Centers.

**Identifiers/Colors:** Brightly colored clothing with matching head and arm bands. Neonike Street Treads.

**Activities:** Mall Guide, assault, information brokering, picking pockets, vandalism, net running, petty theft.

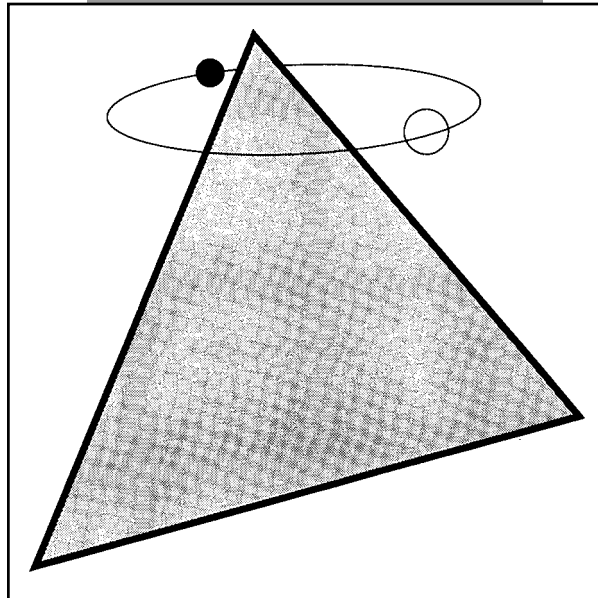
**Common Equipment:** Arcology credichron, cellular phone, and audio recordings.

**General Attitude:** Thoughtful, eager, fast talking.

**Sprawl-gang Type:** Dealer

**Allied Gangs:** Creepers

**Enemy Gangs:** High Pikes, Victorians



## COMMENTARY

Red Rovers are often called the Junior Salesmen of the Mall. Opportunistic, they frequent the main galleries of the Mall looking for lost sprawlies. When Rovers spot a newcomer to the Mall, they bounce like a thrasher, leading the newcomer through the Mall as a personal guide then demanding payment for the service. Shoppers who are not careful around the Rovers can find their possessions "confiscated" for payment of debts they did not realize they had incurred. Rovers are cut-throat with "Ables" or newcomers, but are willing to strike a fair price with "Cains." These veteran shoppers, or citizens of the arcology, often include paying Rovers as part of the tab for doing business in the Mall.

Red Rovers pride themselves on the happenings of the Mall. Their information is uncannily accurate and up-to-date. Frequent shoppers at the Mall often seek out a Rover to guide them to the newest shops and the hottest dance clubs. Rovers seem to have their sticky fingers on the pulse of the Mall, spotting the new "in" clubs and trendy restaurants in time to inform their cliental of the latest happenings. The gang is rumored to have connections to the Noble Roman Poli-club, but this is unconfirmed.

Because their main source of income comes from guiding shoppers, and protecting these shoppers from other gangs, Rovers take their information gathering seriously. They recruit a surprising number of net runners to keep tabs on what is happening in the Mall and what is rumored to be in the works. Although these runners rarely travel in restricted

areas, they are very adept at gleaning information from public data bases including the local daily papers, company public record files, public notice bulletin boards, and the various libraries scattered throughout the net. Red Rovers are well-liked by business owners and the Valris Foundation in general because they facilitate spending money at the Mall. Bribery and gifts are commonly paid to members of the gang by various merchants of the Mall, but this has not proven a successful way to increase a shop's business revenues.

## RED ROVERS GANG MEMBER

**Profession:** Sleaze

**Level:** 2nd

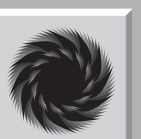
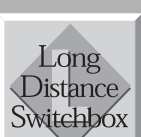
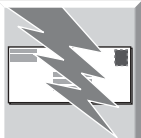
**Hits:** 22

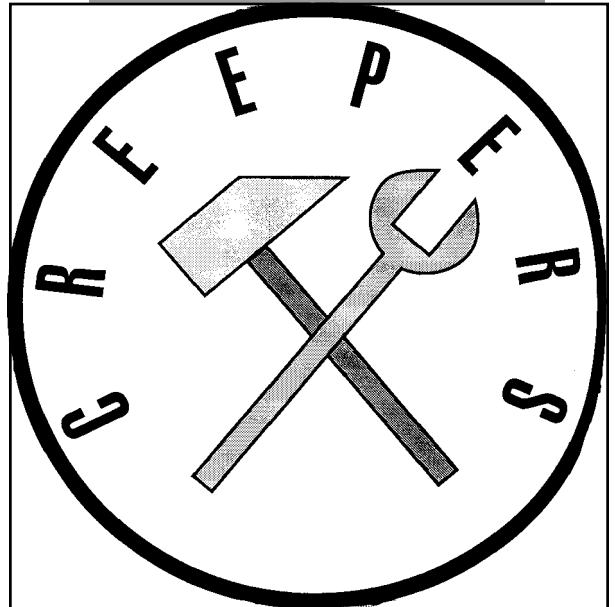
**AT(DB):** LBA(0)

**Fire:** —

**Melee:** +20 Karatand

**Skills:** +40 Streetwise, +35 Exploit, +20 Perception, +20 Trickery



**CREEPERS****GENERAL DATA****Leader:** Wilma Erenst.**Core Membership:** 35.**Associated Membership:** 65.**Demographics:** 50% male, age 10-18.**Headquarters:** Pumping Station #3, Sub level 1, New Edison Arcology.**Turf:** New Edison Arcology Sub-levels 1-5.**Identifiers/Colors:** Gray utility coveralls with black web belt and tool kit. A single large tool (wrench, hammer, etc.) hanging from the back of the belt.**Activities:** Contract plumbing, infiltration, drug dealing, smuggling.**Common Equipment:** Standard Tools, Mechanic's or Electrician's Toolkit, Arcology Credichron, and lightrod.**General Attitude:** Cynical, reserved, defensive.**Sprawl**gang Type: Dealer.**Allied Gangs:** Red Rovers.**Enemy Gangs:** Firemen, Shogun.**COMMENTARY**

Creepers are, for the most part, the sons and daughters of the maintenance workers of the arcology's sub basements and operations zones. Although unfairly looked upon as demeaning work, much like 20th century refuse collectors, the maintenance work is vital to the health and survival of the arcology. Many citizens of the arcology outside of the profession would be shocked to learn the secrets that are common knowledge of these maintenance workers.

Because of these worker's knowledge, the Valris Foundation would like to keep new generations of workers in the same family. Therefore, New Edison often allows children of these workers who have been properly cleared for safety and security to accompany their parents to the job sites. In addition to providing valuable free training, this allows New Edison the opportunity to recruit the children at a young age.

Creepers are the only gang that claims control of a sub-level. Here, their dominance is total, even extending to certain areas of the main level where sub-level entrance is allowed. Creepers are also well known for their stashes. These small caches are used to store all manner of contraband and are scattered throughout the Mall and Arcology Proper.

Creepers tend to be quiet and reserved with an I-know-something-you-don't attitude. They tend to be less violent than other gangs of the arcology, but they have always

given a good accounting of themselves when they are involved in trouble. As Creepers rarely leave the arcology, they are unknown to other gangs of the sprawl.

The gang's sources of drugs and the methods they use to smuggle goods into the arcology are a mystery handed down from previous members of the gang. Valris is not concerned at the moment because of the relatively small levels of contraband, but should levels suddenly rise, there would no doubt be a sudden and severe crackdown in the sub levels of the arcology.

**CREEPER GANG MEMBER****Profession:** Tech Rat**Level:** 2nd**Hits:** 26**AT(DB):** LBA (-10)**Fire:** +10 Sawed-off Shotgun**Melee:** +15 Wrench or Hammer**Skills:** +20 Equipment, +10 Mech Bypass, +25 Mech Tech, +25 Elec Tech



## VICTORIANS

## GENERAL DATA

**Leader:** Valerie Preston-Bains.

**Core Membership:** 22.

**Associated Membership:** 28.

**Demographics:** 75% female, age 16-26.

**Headquarters:** Westminster Court Restaurant.

**Turf:** New Edison Arcology Mall Level 6.

**Identifiers/Colors:** Victorian Era clothing and hair styles.

**Activities:** Prostitution, blackmail, insider trading, gossip.

**Common Equipment:** Parasol and canvas handbag for the women. Walking sticks for the men.

**General Attitude:** Mischievous, vindictive, thrill-seeking.

**Sprawl-gang Type:** Clones.

**Allied Gangs:** None.

**Enemy Gangs:** Red Rovers.

## COMMENTARY

The Victorians are an oddity, even in the jaded society of the upper corporate class. Made up exclusively of the well-to-do, these high-class youngsters spend their time attempting to mirror their perception of Victorian society. The results are often laughable and scandalous, especially to the parents of the gang members. Male members of the gang play a definite secondary roll, acting as protectors, admirers, or jesters, depending on the whims of the ladies in control.

The gang, or society as it prefers to be called, is run by the woman of highest social class. She interprets the code of conduct for the week by reading the society's "Rules of Etiquette." The leader has absolute say about what colors, dresses, and activities are appropriate for the week. Members then try to follow the rules as best as possible. The entire club is founded on immense ego satisfaction and weekend society events are among the most lavish in the arcology. Most of the gang's funding comes from insider stock and commodities trading, but gang members frequently set up complex blackmail schemes or engage in prostitution for the diversion of the activity.

Unfortunately for most members, inclusion in this club leads most often to an even more certain dead-end than inclusion in even most psycho gangs. Despite their high breeding, most of the gang's activities are too high profile to dismiss. Members of the society can rarely, if ever, find a suitable mate outside the gang, which tends to lead them down a short dark path once their beauty fades and their wits grow dull.



## VICTORIAN SOCIETY MEMBER

**Profession:** Sleaze

**Level:** 2nd

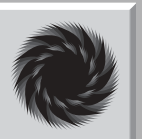
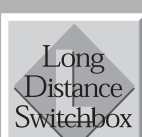
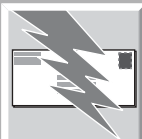
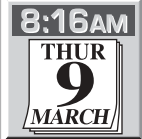
**Hits:** 10

**AT(DB):** None(5)

**Fire:** +10 5mm Pistol

**Melee:** +15 Walking Stick

**Skills:** +25 Culture, +20 Streetwise, +35 Exploit, +10 History



**SHOGUN****GENERAL DATA****Leader:** Shogun Jeremiah Busch.**Core Membership:** 21.**Associated Membership:** 66.**Demographics:** 100% male, age 14-21.**Headquarters:** Club Chiba.**Turf:** New Edison Arcology Mall Level 4.**Identifiers/Colors:** Japanese kimono with traditional crossed swords.**Activities:** Dueling, bodyguard, protection, assault.**Common Equipment:** Katana for full members.**General Attitude:** Confident, disdainful.**Sprawl**gang Type: Merc.**Allied Gangs:** None.**Enemy Gangs:** None.**COMMENTARY**

The members of the Shogun must be able to prove at least partial Japanese ancestry. Considered the best fighters of the arcology's gangs, the group has even enjoyed limited success in the outside world of the Chicago Sprawl. Many of the gang's best fighters go on to careers with New Edison's shock forces.

Core membership is limited to twenty-one full warriors. The remainder of the gang are associate members, although they are every bit as involved in gang activity as the core members. The only difference lies in their skill and equipment. Initiation into the gang is difficult and often debilitating. Challenges, overseen by the Shogun, take place on a weekly basis with full members challenged for their position within the inner sphere of the gang. These samurai receive the lion's share of the money and goods earned by the gang as a whole. Recruitment, however, has never been a problem and new wanna-bes line the dueling circle in the arcology's parking garage every Saturday night when challenges are normally resolved.

When not practicing, the gang will hire-out to provide obvious muscle or force. Members have traditionally shied away from more covert missions, although this is not always the case. Shogun battles tend to be wild, loud affairs with victims receiving ample warning of the gang's intent. Curiously, the gang is very civil to all local authority. They

have never been involved in fights versus New Edison Guards or Troops. Members of the gang are not stupid. They realize their best chance for career advancement is with the Guard or Troop, and enlistment into either one of those forces requires a relatively clean criminal record. For all the gang's violent headlines, most members of the arcology seem to think they are one of the "better" gangs at New Edison.

**SHOGUN GANG MEMBER****Profession:** Killer**Level:** 3rd**Hits:** 32**AT(DB):** LBA(5)**Fire:** +40 Needle Pistol**Melee:** +45 Katana or Knife**Skills:** +25 Environs, +20 Perception, +25 Acrobatics, +30 Quickdraw (Sword)

## 6.4 CHICAGO SPRAWLGANGS

Gangs have been a part of the Chicago Sprawl since the first immigrants came to the United States. Their history has been varied for the past 100 years, but the concept of youth organization has remained strong.

In the Chicago Sprawl, gangs take on a wide variety of roles. Most are destructive in nature, the reflection of life and the human condition of the sprawl dweller. In some instances, however, gangs band together for a specific purpose. While most of these purposes are criminal in intent, many gangs in Chicago are actually begun to serve as a spring-board out of the poverty and depression of the sprawl. In the end, the success or failure of these gangs will be measured in the success of the members once they have left their turf and ventured into their new world.

Unlike the gangs of the New Edison Arcology, the gangs of the Chicago Sprawl are hardened by the events of their daily lives. They live and die in the unforgiving world they inhabit. Gangs literally spring up and disappear within a single week, as violence and stupidity remove the unwary from the environment. Gangs which prosper eventually grow in numbers, allowing them to sustain personnel losses which would decimate lesser gangs. Gangs listed here have stood the test of time in the Chicago Sprawl and grown as a result.

New gangs to the sprawl are the so-called pirate gangs of Lake Michigan. These water-borne gangs live by preying on the commercial and private boating traffic on the lake or by smuggling black market goods in to and out of the sprawl. Because these groups are rather new to the lake, they have enjoyed a limited amount of success against the Water Patrol and the few corporations which have attempted to route them out of their bases. Pirate gangs are among the best known in the sprawl. Their exploits are common sources of conversation and speculation.

### WORLD COMP *FAX*

**NEWS ANCHOR  
CANNED FOR SAYING  
"ERECTOR MUSCLE"  
ON THE AIR**

**MASSIVE BLOWFISH  
BEACHING PUZZLES  
MARINE BIOLOGISTS**





## RENEGADES

## GENERAL DATA

**Leader:** Cavaneau.

**Core Membership:** 220.

**Associated Membership:** 4,600, all in the neighborhood.

**Demographics:** 50% Male, age 13-25 (associates are much older).

**Headquarters:** Ossman Mansion, South Barrington.

**Turf:** City limits of South Barrington.

**Identifiers/Colors:** Synth-leathers for core members. All members wear or carry duck or goose feathers as identifier tokens. Many members wear snake-skin cowboy boots if they can afford them.

**Activities:** Protection, arson, blackmail, day-care, education.

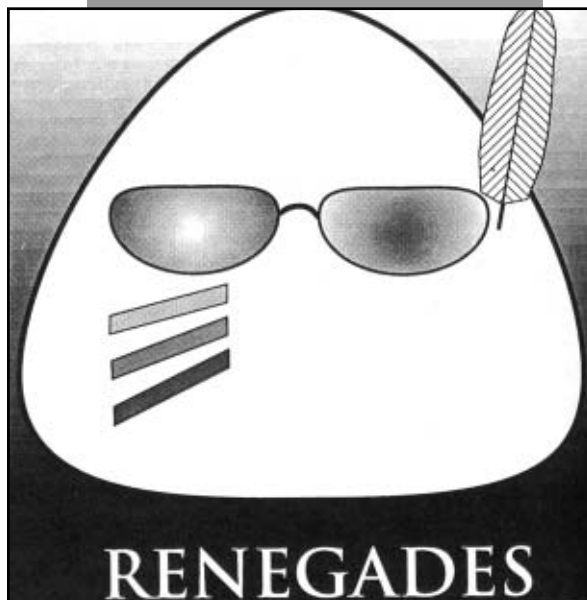
**General Attitude:** Concerned about the neighborhood and its residents.

**Common Equipment:** Heavy pistols and assault rifles for core members.

**Sprawl-gang Type:** Guardian.

**Allied Gangs:** Cleos.

**Enemy Gangs:** Rat Pack, any that "threaten the neighborhood."



## COMMENTARY

The Renegades were formed from the core of a neighborhood watch patrol when they saw the police turn one blind eye too many to the actions of other local gangs. The shop keepers and residents of the area decided to band together and use gang methods to keep their establishments and homes safe. To what extent they are successful is open to debate.

The core membership of the gang is composed of the warriors of the Tribe, as the Renegades are often called. These killers constantly patrol the area, looking for trouble and "heading it off at the pass." Conflict is frequent and bloody as most members attack what they do not understand or recognize. To provide a focus for the wilder members of the group, all warriors are thoroughly steeped in the Sioux Indian warrior tradition.

Associates of the tribe are members who do not have the skills or inclination to join the warriors. They fulfill a vital support roll, providing aid as required to the more militant members. New residents of the neighborhood are invited to join the tribe and counseled on the dire consequences of refusal. In return for monthly payments to the Renegade's coffers, associate members receive the full protection of the warriors.

Members of the Renegades are expected to behave more civilly than members of the typical gang. Attacks or crimes against other members, especially associate members, are strictly prohibited and transgressors are swiftly and severely punished. Renegades will not usually leave their neighborhood as members of the gang. When they do travel to other parts of the sprawl, they do so as civilians. This policy has helped reinforce the idea that the Renegades are only interested in policing their own backyard. They will be peaceful if possible, wildly violent otherwise.

## RENEGADE GANG MEMBER

**Profession:** Sneak

**Level:** 4th

**Hits:** 40

**AT(DB):** LBA(5)

**Fire:** +55 Assault Rifle or 12mm Pistol

**Melee:** +45 Knife

**Skills:** +40 Environs, + 40 Ambush, +35 Stalk & Hide, +40 Streetwise, +45 Perception, +40 Frenzy, +30 Subduing

## ROUGH BOYS

## GENERAL DATA

**Leader:** Spanky Morkainen.

**Core Membership:** 200.

**Associated Membership:** 500, mostly in the midwest.

**Demographics:** 80% male, age 16-30.

**Headquarters:** School of Hard Knocks, Chicago.

**Turf:** None.

**Identifiers/Colors:** Members wear solid black with a single spot of color to denote their standing in the gang (usually red, gray, or white). All members wear a silver "war band" which is attached to the left wrist.

**Activities:** Assassination, murder, protection, extortion, kidnapping, rescue.

**General Attitude:** Calm, cynical and analytical.

**Common Equipment:** Silver bracelet, military issue weapons and gear kept in excellent condition. Many members carry a wide variety of weapons at all times.

**Sprawl-gang Type:** Merc.

**Allied Gangs:** Depends on whose side they are fighting.

**Enemy Gangs:** Black Hawks, Anyone on the other end of the gun.



Rough Boys also have the reputation for sticking to the letter of their contract, whether it is a verbal 'Help me and I'll pay you,' or a twelve page legal brief. Of course, what the Rough Boys expect and what the employer had in mind are often two very different ideas, but then it's probably not a good idea to argue semantics with a man carrying a 12mm. Members are expected to be unfailingly polite to employers and potential employers, however, or they risk damaging the gang's reputation and earning power.

The Rough Boy's running battle with the Black Hawks has been the subject of countless film stories in the Chicago area. They seem to be enemies due to circumstance rather than design. If one side can hire members of the Black Hawks, the other usually has to counter with the Rough Boys just to maintain the status quo. When not employed on opposite sides of a conflict, the two gangs "scrimmage" on occasion, but without notable repercussions.

## COMMENTARY

Rough Boys are not easy to spot unless you know where and how to look. Although they always wear black, their outfits range from black para-military to black sweat shirts and lycra. Often the best way to identify a member is by the warband. This simple three inch silver bracelet is etched with battle symbols to identify significant accomplishments and conflicts. Veteran members have bracelets almost black with etchings. Members are expected to keep themselves in peak physical condition at all times. Armed and unarmed combat skills are constantly taught and refined at the gang's base.

The Rough Boys are swiftly becoming an institution in the Chicago Sprawl. With the motto "Anything for a Buck, as long as it doesn't cost a Buck," members are often seen prowling the fringes of local combat zones. Always heavily armed, no matter how defenseless they may seem, members can be hired on the spot to provide any service required. Each member of the gang can negotiate for his or her own services. Negotiation time is any time an individual or business needs military skill, so hiring is often carried out during violent clashes or at the height of tense stand offs. Only the Colonel or one of his aides, however, can negotiate for the entire gang.

## ROUGH BOY GANG MEMBER

**Profession:** Killer

**Level:** 6th

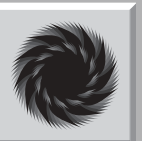
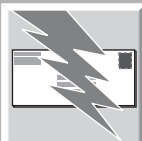
**Hits:** 55

**AT(DB):** LBA(10)

**Fire:** +90 10mm Assault Rifle or 12mm Pistol

**Melee:** +75 Knife

**Skills:** +70 Environs, +60 Stalk & Hide, +50 Perception

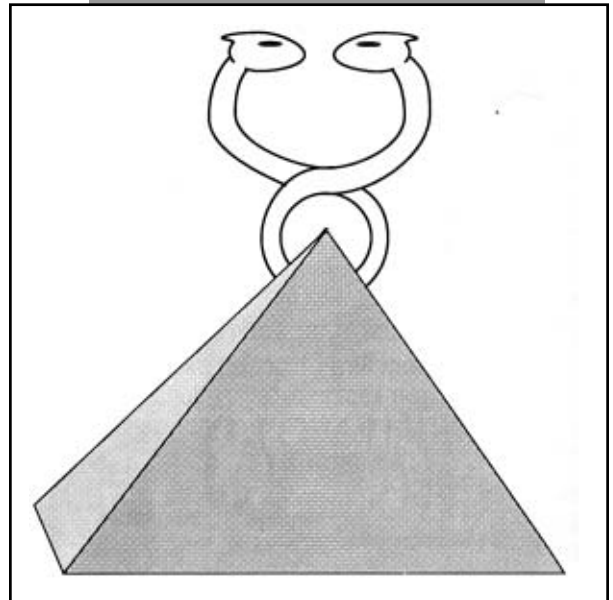


**CLEOS****GENERAL DATA****Leader:** Cleopatra XXXIV.**Core Membership:** 65.**Associated Membership:** 140.**Demographics:** 100% female, age 13-33.**Headquarters:** The Barge Club, Chicago.**Turf:** Eastern side of Lake Michigan.**Identifiers/Colors:** Egyptian headdress with white linen shift.**Activities:** Prostitution, bodyguarding, assassination, drug dealing, treason, blackmail.**General Attitude:** Amused and coy. Appear to possess a secret you don't.**Common Equipment:** Concealed handgun or melee weapon, Amsyth, Rockit, concealed cybernetic systems.**Sprawl/Type:** Clone.**Allied Gangs:** Renegades.**Enemy Gangs:** Punk In Heads, Gang Green.**COMMENTARY**

Striking beautiful, members of this gang are virtually identical in looks as well as talents. Noted primarily for prostitution, members are also trained in a variety of unarmed fighting styles and can be rented for single missions of assassination or protection.

Members are recruited at the age of seven, when they are kidnapped and taken to the gang's headquarters on the eastern side of Lake Michigan. Training is harsh and unrelenting. Recruits receive small doses of poison or venom to strengthen their immune system prior to the full day's regimen of training and study. Weak or injured recruits are killed and dumped in the lake without remorse. In the training process a severe injury can, and does, lead to death as recruits develop into full members. Only one in four survive the ordeal and go on to receive the extensive cosmetic and cyber-surgery that finish the woman's initiation into the gang some years later.

When a new member is fully initiated she takes her place among her sisters, but no outsiders would be able to identify the new initiate from the score of identical gang members. She will act and think like the other members of the gang. Even though this limits the actions of the gang and tends to make them somewhat predictable, their skill and talents make them an enemy to be taken seriously. Corporate types tend to provide most of the gang's funds both in drug trafficking, protection and prostitution. This gives the gang access to some of the most secure and highly placed areas of the arcology, as well as the entire Chicago Sprawl.

**CLEO GANG MEMBER****Profession:** Sneak**Level:** 5th**Hits:** 45**AT(DB):** None(25)**Fire:** +60 Laser Pistol**Melee:** +65 Stiletto**Skills:** +60 Culture, +70 Exploit, +40 Perception, +40 Chemistry, +40 Contortions, +80 Drug Tolerance, +45 Quick-Draw



## PINTOS

## GENERAL DATA

**Leader:** Billy "Crazy Horse" Ballens.

**Core Membership:** 165.

**Associated Membership:** 800 scattered though out the United States.

**Demographics:** 60% male, age 15-40.

**Headquarters:** None, they are constantly on the move.

**Turf:** Where ever they park their vehicles.

**Identifiers/Colors:** Dirty para-military clothing with a variety of patches proclaiming locations they have visited.

**Activities:** Auto theft, kidnapping, extortion, smuggling, drug dealing.

**General Attitude:** Loud, destructive, sadistic, greedy.

**Common Equipment:** Abused ground vehicle with a trailer to carry spare parts, Autoshotgun, heavy pistol, and mechanic tools.

**Sprawl**gang Type: Bongs.

**Allied Gangs:** Pack Rats.

**Enemy Gangs:** Road Kills, Airboys.



repair the vehicle or decide to abandon it. Although they often strike at parking lots and salvage yards, these raids often seem to be designed to reduce membership rather than increase cargo capacity. Because the gang does not have a good reputation as fighters, many smaller gangs will stand up to the Pintos, forcing the Pintos out of their neighborhood.

The Pintos derive their name from the small hatchback cars they use for scouting. Often one or two of these vehicles will be seen in a neighborhood prior to the gang's arrival. These are also the first vehicles to leave. As a whole, the cars of the gang are in terrible condition, but some members take loving care of their vehicles. These custom street cruisers are often filled with thousands of dollars worth of high-tech modifications.

The only gang that seems to be on good terms with the Pintos is the Rat Pack. It is well known the two gangs exchange information, weapons, and gear as necessary or convenient. As the two gangs have carved a niche that is mutually exclusive to the other gang, it makes eventual conflict unlikely.

## COMMENTARY

The Pintos settled in the Chicago area almost three years ago, the remains of a road gang all but destroyed by the Road Kills. They managed to limp into the city and loose themselves in the Chicago roadway system. Although they hoped to rebuild their membership and leave the city with whatever they could steal, they discovered they could get what they wanted and still move around as needed in the vast sprawl. The sprawl was large enough to provide them the diversity they sought and the protection they needed. After years on the road, the gang finally settled in the Chicago Sprawl. Although small groups of Pintos occasionally leave the city, it is becoming a more and more rare occurrence.

The bulk of the Pinto's money and gear comes from smuggling goods into, and out of, the residential areas of the sprawl. They are commonly used by large corporations and smaller firms to move black market goods into, and out of, the corporate safe zones.

Pintos travel in smaller groups throughout the city, stopping in a neighborhood for a couple of days to make repairs, steal supplies and spare parts, and generally cause as much damage as possible. Then they fire their engines into life and take off for another area. These groups tend to be limited in size by the space available on the active vehicles. When the gang has more space than bodies, they go on a recruiting drive, selecting likely members in the area to fill the ranks. When a vehicle is disabled, the gang goes on a binge until the mechanics of the gang either

## PINTOS GANG MEMBER

**Profession:** Jockey

**Level:** 3rd

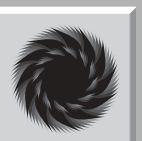
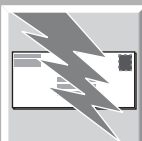
**Hits:** 25

**AT(DB):** LBA(5)

**Fire:** +30 Autoshotgun

**Melee:** +40 Tire Iron, Bat, or Club

**Skills:** +45 Drive, +35 Equipment, +20 Streetwise, +20 Drug Tolerance, +25 Frenzy



**RAT PACK****GENERAL DATA**

**Leader:** Robert the Ben.

**Core Membership:** 375.

**Associated Membership:** 2,000 scattered throughout the Chicago area sewers.

**Demographics:** 60% male, age 8-30.

**Headquarters:** Tunnels beneath Eckersall Stadium.

**Turf:** The "underneath." Anything below street level is fair game.

**Identifiers/Colors:** Well-maintained dark colored clothing, with knee high boots, and thick insulated gloves.

**Activities:** Intelligence, extortion, blackmail, murder, theft, drug dealing, rape.

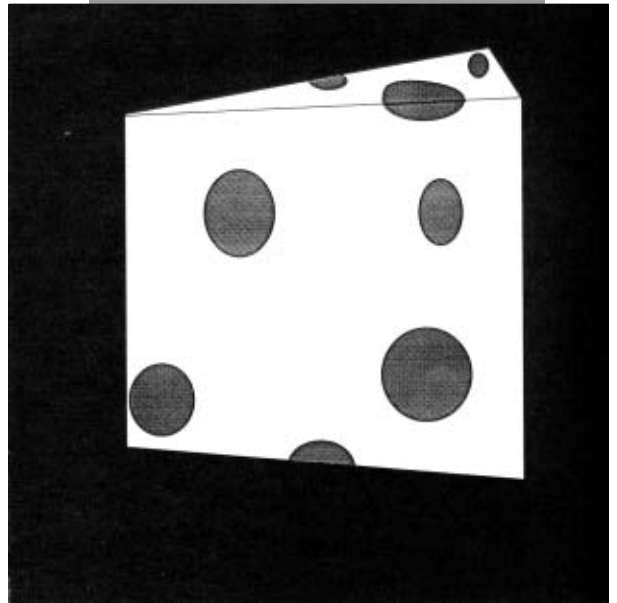
**Common Equipment:** Lowlight or infrared cyberwear, claws or knife, sawed-off shotgun.

**General Attitude:** Nervous and paranoid when alone, cool and calculating when with other members of the gang.

**Sprawl-gang Type:** Dealers.

**Allied Gangs:** Pintos, Net Heads.

**Enemy Gangs:** Gang Green, Renegades, Punk In Heads.

**COMMENTARY**

The Rat Pack claims the "underneath" of Chicago. Although their claim is rather grandiose, this gang is more likely than any other to actually acquire control of the city given enough time. Members are rarely seen above ground except in force. They use the sewers to travel the city almost at will. Access to nearly any building or location is possible if "the Ben" wants in badly enough.

When the gang 'goes topside' it is always for a purpose. They are frequently seen at the most chic restaurants and in the most avant garde clubs. They take their recreation seriously and they do not like to be disturbed, especially while eating. Unlike many gangs, the Rat Pack will actually avoid a fight if it is possible. Although they will rarely run away, they will dismiss actions that would send other gangs into a murderous rage. It is possible to deal with even the most angry member as calmly as if one were in a corporate board room. When the breaking point is reached, however, it comes in a flash. At that point there is no surrender and no backing down. Rat Pack members past this flash point will always fight to the death.

The Rat Pack's main activity is gathering intelligence on the corporations operating in the city. Many of its members are skilled Net Junkies, but the normal means of acquiring information or possessions is to steal it. Physical thefts are

always accomplished at night, via underground access. Members enter the building, steal everything that isn't bolted down and leave via another exit located nearby. It is a testament to their engineering skills that their access holes are rarely, if ever, discovered. Information theft is normally accomplished by copying and destroyed the information or appearing to leave it alone. Many victims do not even realize they have been burglarized. The Pack takes great care to avoid having the scope of their thefts discovered. Back at their lair, the information is sorted and correlated versus other information collected in similar raids. It is rumored by those in the know that the Pack is the best informed group, corporate or otherwise, in the Chicago Sprawl. None outside the gang know the actual scope of their knowledge or how right the rumors are.

**RAT PACK GANG MEMBER**

**Profession:** Sneak

**Level:** 4th

**Hits:** 35

**AT(DB):** LBA(10)

**Fire:** +30 Autoshotgun

**Melee:** +45 Claws or Karatand

**Skills:** +45 Perception, +45 Equipment, +45 Streetwise, +25 Elec Bypass, +30 Mech Bypass

## THE DRAKES

## GENERAL DATA

**Leader:** Captain Delbert McLeod.

**Core Membership:** 120.

**Associated Membership:** 340.

**Demographics:** 75% male, age 14-35.

**Headquarters:** The Charolleton, Barrien Springs, Michigan.

**Turf:** None, this is a pirate gang.

**Identifiers/Colors:** All water craft fly a blood red crescent moon on a black field. Most gang members wear extremely colorful, if mismatched outfits.

**Activities:** Smuggling, piracy, slave trading.

**Common Equipment:** Autoshotgun and a cutlass or large knife. Many members carry a clear plexi-steel shield for close quarters fighting.

**General Attitude:** Greedy, rude, and rowdy to all but the members of their home community.

**Sprawl**gang Type: Dealers.

**Allied Gangs:** None, though some will occasionally contract the gang's services.

**Enemy Gangs:** All other pirates.



## COMMENTARY

The Drakes are a fairly typical pirate gang. Although they view themselves as noble sailors united against the corrupt corporations, they are, in reality, nothing more than a loosely-grouped collection of water bums, killers, and thieves united under a strong leader. The only thing which sets the Drakes apart from their kindred is the unusual length of time the gang has successfully stalked the lake. This longevity is the result of careful planning and able leadership on the part of the gang's chief captain.

While most pirate gangs will take on any and all targets which they happen to meet, the Drakes are very selective about their prey. Most of their targets are large corporate freighters with expensive cargos. The gang seems to have accurate and up-to-date information on shipping schedules for freighter bound to and from the sprawl. This information leak has repeatedly baffled the Water Patrol.

Drake attacks have become legendary in the sprawl. Initially, determined cargo crews could fight off all but the largest pirate attacks if they stood by their guns, but this is not the case with the Drakes. The gang has access to advance military quality anti-vehicle weapons which they use to take out freighter hard points. Boarding actions are swift and deadly. In the gang's ten year history, only one ship has successfully fought off this gang.

Drakes do not leave survivors. Often the only clue available to Water Patrol investigators is the Drake calling card; a Jolly Roger flag with the letter "D" underneath the crossed bones. The Drakes rarely target private craft, believing the risk is rarely worth the prize. If a private craft is attacked, it is always because of the wealth of the owner or the value of the craft and cargo. Because of the gang's success and the value of the cargo they have seized, they are the frequent target of the Water Patrol. They remain, however, one of the few gangs which is able to consistently evade the Water Patrol and return undetected to their base.

## DRAKE GANG MEMBER

**Profession:** Jockey

**Level:** 4th

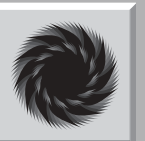
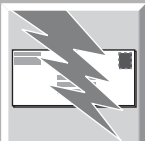
**Hits:** 45

**AT(DB):** LBA(5)

**Fire:** +35 Autoshotgun

**Melee:** +50 cutlass or knife

**Skills:** +50 Pilot, +30 Equipment, +40 Environs, +30 Gambling





**6.5 NON PLAYER CHARACTERS**

Here is a sampling of various non player characters which may be woven into the plotline of any Chicago- or Arcology-based campaign.

*Note: An asterisk (\*) by a skill bonus denotes that the skill has been enhanced by a cyber system.*

**ORGANIZATION LEADERS**

Beginning on page 154 are Non Player Character profiles for the leaders of various organizations which operate in, and around, the Chicago Arcology. These individuals could be found anywhere, doing just about anything as they follow their own individual pursuits. They can be introduced into a campaign as employers, employees, mentors, rivals, or contacts.

**GANG LEADERS**

Beginning on page 159 are Non Player Character profiles outlining the characteristics of various gang leaders. All of these gangs operate within the shadow of the arcology, but some are more involved in New Edison events than others. These individuals can be introduced into the campaign as employers, mentors, leaders, rivals, or contacts.

WORLD COMP **FAX**

***KINDERGARTEN  
STUDENTS CHANT  
MANTRA AFTER  
BURNING EFFIGY OF  
AMERICAN FOLK HERO,  
PEE WEE HERMAN***

*i*

## SAMANTHA VALRIS MORTON

### EXECUTIVE V.P. OF THE VALRIS FOUNDATION

#### APPEARANCE

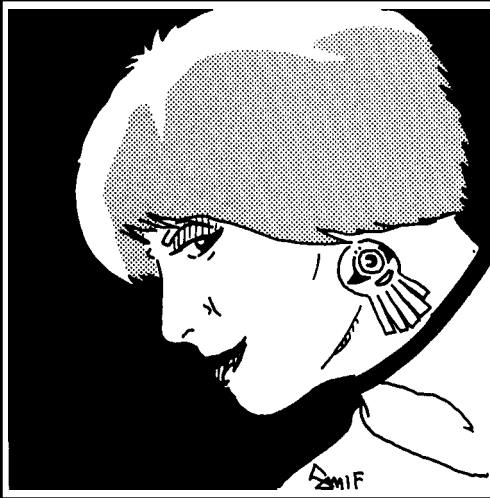
**Age:** 42 (28)  
**Eyes:** Light Blue  
**Hair:** Blonde  
**Build:** Lithe  
**Height:** 178 cm  
**Weight:** 49 km  
**Sex:** Female  
**Race:** Caucasian  
**Origin:** New York City, Eastern Sprawl  
**Demeanor:** Polite, Intense  
**Dress:** Simple, but fashionable  
**True Attitude:** Subtle, efficient, ruthless

#### STATISTICS

Co: 70; Ag: 51; SD: 84/+5; Me: 86/+5; Re: 99/+20;  
 St: 41; Qu: 48; Pr: 99/+20; In: 72; Em: 82/+5; Ap 92;  
 CIRS 0

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 17th  
**Social Class:** Upper Corporate  
**Fire:** Glock 17D 70  
**Melee:** Brawling 20  
**Missile:** —  
**Hits:** 88  
**AT(DB):** LBA(-5)  
**Primary Skills:** Culture 134, Streetwise 116, Administration 149, Exploit 149, Perception 125, Media 105  
**Secondary Skills:** Drive 87, Advanced Math 86, Appraisal 98  
**Languages:** English D5, French D5, Italian D5, Russian D5, Japanese D4, Mandrin D4, Arabic D4



#### BACKGROUND

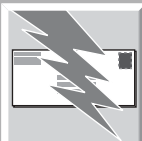
Samantha was born and raised to eventually take over the Valris Foundation from her mother, Arleen. From the very beginning, only Sam knew the far reaching plans of the Viper and the steps she had taken to insure Valris control of the arcology. Samantha has been no less ruthless in her quest to make the Chicago Arcology the most productive manufacturing center in the world.

Born in Zurich, Samantha grew up all over the world. By the time she was sixteen, she was running her own business, overseeing her own fortune and generally acting like mommy's little girl. She has had little trouble in stepping out from under her famous mother's shadow, despite the difficulty of such a feat.

The Valris Foundation is truly a reflection of Arleen and Samantha's drive to make it the best. Especially at the upper level of management, competition among co-workers is ruthless, subtle, and bloody. Despite her young age, Samantha is an accomplished business woman with experience and insight which belie her age. Corporate negotiators have discovered, to their regret, that she makes good on every promise and expects the same, no matter what the conditions or circumstances.

Samantha married John Booth Morton while she was still finishing her degree program in Paris. John is a common fixture at Valris Foundation functions, but he seems to be content to live the life of a house husband, taking care of their son, Damian.

Secretly, Samantha has been taking the anti-aging drug Yuthix since the birth of her son. Although she is not really vain, she wants to stay in good health to accomplish the things she and her mother have planned. Her mother suspects the truth and is concerned about the side effects (she is allergic to the drug herself), but Samantha has yet to admit the truth.



## GEORGE GARRACK

### MANAGER OF NEW EDISON'S CHICAGO OFFICE

#### APPEARANCE

**Age:** 54  
**Eyes:** Brown  
**Hair:** Brown w/ gray  
**Build:** Portly  
**Height:** 172 cm  
**Weight:** 68 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Chicago Sprawl  
**Demeanor:** Cynical, pessimist  
**Dress:** Outdated generic suits  
**True Attitude:** Cautious, concerned about the details, soft hearted



#### STATISTICS

Co: 59; Ag: 41; SD: 59; Me: 96/+15; Re: 73; St: 55;  
 Qu: 58; Pr: 96/+15; In: 71; Em: 96/+10; Ap: 94;  
 CIRS: 1

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 12th  
**Social Class:** Upper Corp  
**Fire:** Mirage 10X 65  
**Melee:** Brawl 10  
**Missile:** —  
**Hits:** 54  
**AT(DB):** LBA(-5)  
**Primary Skills:** Culture 112, Streetwise 114, Administration 132, Exploit 100  
**Secondary Skills:** Drive 68, Perception 90, Advanced Math 88  
**Languages:** English D5, French D3

#### CYBER SYSTEMS

DNI to Brain

#### BACKGROUND

George was the only son of two Chicago Sprawl dwellers. Although George will never talk about them, his parents spent the majority of their life making sure their son had everything he needed. A gifted student, George went to Northwestern University on a New Edison-supplied scholarship. While in school, both his parents died.

George started with New Edison the day after graduation. He worked hard and merited a string of minor promotions. When he transferred out of the Branch office in St. Louis and into the Chicago office, however, his career took off. Back in his old stomping ground, George began to win the trust and admiration of his superiors. He could be counted upon to do the job and keep his mouth closed. Although he did not like the dirty jobs which came his way, he never failed in a mission or project.

Now that he calls the shots, he expects the same attitude from his employees. He will not order any employee to do a task he would not do himself. He trusts his employees, and in return, they trust him. Although he appears to be glum and unforgiving, he is a soft-hearted man.

#### EQUIPMENT

Custom Mirage 10X, 12 Generic Business Suits, Magellan Automobile, Platinum Arcology Credichron, Miscellaneous Personal Equipment

**Assets:** \$4,500,000



## MARCO PRESTON

### CHICAGO BRANCH MANAGER, NEW EDISON

#### APPEARANCE

**Age:** 38  
**Eyes:** Green  
**Hair:** Black and Gray  
**Build:** Thin  
**Height:** 184 cm  
**Weight:** 70 kg  
**Sex:** Male  
**Race:** Oriental  
**Origin:** Western Sprawl  
**Demeanor:** Pleasant, quiet  
**Dress:** Custom tailored designer suits  
**True Attitude:** Angry and bitter



#### STATISTICS

Co: 56; Ag: 71; SD: 86/+5; Me: 96/+15; Re: 90/+10;  
 St: 73; Qu: 64; Pr: 98/+20; In: 94/+10; Em: 79/+5;  
 Ap: 90; CIRIS: 3

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 14th  
**Social Class:** Upper Corporate  
**Fire:** H&K/B&L Ray Beam 25 Pistol 58  
**Melee:** —  
**Missile:** —  
**Hits:** 46  
**AT(DB):** LBA(-5)  
**Primary Skills:** Culture 117, Streetwise 117, Administration 138, Exploit 140  
**Secondary Skills:** Cybernetics Technics 68, Biology 63, Perception 122, Cyber Attunement 60, Media 88  
**Languages:** Mandrin D5, English D5, Russian D5, Spanish D4, Gutterspeak D4

#### CYBER SYSTEMS

DNI to Brain, Microvision Mk10 w/ Thought Trigger

#### BACKGROUND

Marco Preston is a man on the edge. He not only hates everything about his current job, he hates everything about his life. He has come to believe everything he has worked his entire life to accomplish has been thrown out the window with his posting at the arcology. Although these notions are far from the truth, nobody can convince Preston.

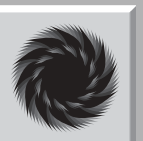
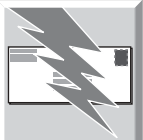
Marco was born to luxury, but at the age of eighteen his father unexpectedly threw him out of the house, shouting a challenge to prove himself a worthy son. Since that day, Marco has worked night and day to prove to his father he is a success. His career at New Edison has been long and distinguished, but he feels his resume lacks any significant accomplishments to set it apart.

Marco is fanatically loyal to New Edison. He will do whatever he feels is in the corporation's best interest, even if it means hardships for himself or his co-workers. Unknown to all the members of the arcology, Marco has an extensive library of micro-tapes shot from his black market cybereyes. Although he will not stoop to blackmail, the tapes would be used in an instant if they recorded any actions which would harm the corporation.

#### EQUIPMENT

6 Klein II suits, 12 Claiborne suits, 3 Gianfranco suits, Gianfranco leather jacket, Ray Beam 25, 4 power cells, video tape library

**Assets:** \$1,320,000



## COLONEL ALANA HESTER

### TROOP COMMANDER, CHICAGO ARCOLOGY

#### APPEARANCE

**Age:** 36  
**Eyes:** Green  
**Hair:** Auburn  
**Build:** Heavily Muscled  
**Height:** 182 cm  
**Weight:** 63 kg  
**Sex:** Female  
**Race:** Caucasian  
**Origin:** Toronto, Canada  
**Demeanor:** Confident and direct  
**Dress:** Neatly pressed Troop uniform  
**True Attitude:** Loyal to New Edison, concerned about soldiers in her command.



#### STATS & SKILLS

Co: 98/+20; Ag: 99/+20; SD: 81/+5; Me: 70; Re: 69;  
 St: 88/+5; Qu: 101/+30; Pr: 89/+5; In: 92/+10; Em: 71;  
 Ap: 96; CIRS: 9

#### GENERAL DATA

**Profession:** Killer  
**Level:** 15th  
**Social Class:** Middle Corp  
**Fire:** H&K MP-9 Smartgun 149  
**Melee:** Brawl 164\*  
**Missile:** —  
**Hits:** 145  
**AT(DB):** LBA(0)  
**Primary Skills:** Mounted Weapon 117, Ambush Rnk 14, Perception 90  
**Secondary Skills:** Drive 85, Cyber Attunement 60, Acrobatics 80, Media 71, Quick-draw 110\*  
**Languages:** English D5, Gutterspeak D5

#### CYBER SYSTEMS

Megavision Mk10 w/ thought trigger, Targeting, Internal readout, Sonic Range (SHF), 2 FastLegs Mk20, FastHand Mk20 (right), Rigidbone hand Mk20 (left), Contraceptive, Super Metabolism, Blood Loss Healer

#### BACKGROUND

Alana Hester grew up with only one goal in mind, to be a member of the New Edison Troops. For years she prepared for her dream and when finally excepted, she left her lower corp home without so much as a second glance. She proved an able combat soldier and was eventually allowed to attend the New Edison Officer's Candidate School at Fort Leonard Wood in Missouri.

When the Martian project was announced, Alana was initially passed over as a member of the security detail, but an unexpected viral infection crippled 40% of the first team, so Alana was hastily transferred to Mars. Today she refuses to even mention anything about her time on Mars, including her promotion to colonel, but none are sure whether this is because of a New Edison order or the action she saw on the red planet. Whatever the case, Alana was the one of the first troopers rotated off Martian duty. A relative newcomer to the arcology, she replaced the outgoing colonel in December of 2089.

Colonel Hester is a straight forward commander, concerned about the safety of her men, but passionate about her duty to New Edison and, therefore, the arcology. She refuses to become involved in politics, often taking the hard way around a subject to keep her conscience clear.

Alana is not only a fitness fanatic, but a devote martial artist and sharp shooter. When time permits, she goes to the Mall fitness salons and shooting ranges practicing her craft.

#### EQUIPMENT

Custom H&K MP9 Smartgun, 2 clips of DUC ammunition, Several New Edison Troop uniforms, Custom GEM Supercar, miscellaneous personal gear

**Assets:** \$800,000

## CAPTAIN FINSTER PRATT

### CYBERSPACE COMMANDER, CHICAGO ARCOLOGY

#### APPEARANCE

**Age:** 27  
**Eyes:** Blue  
**Hair:** White  
**Build:** Lithe  
**Height:** 167 cm  
**Weight:** 57 kg  
**Sex:** Male  
**Race:** Scandinavian  
**Origin:** Star Colony  
**Demeanor:** Eager to learn  
**Dress:** Poorly pressed Troop uniform  
**True Attitude:** Content, inquisitive

#### STATS & SKILLS

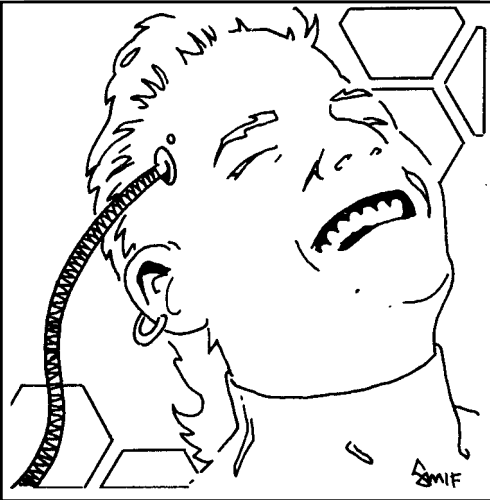
Co: 85/+5; Ag: 90/+10; SD: 91/+10; Me: 100/+25;  
 Re: 91/+10; St: 42; Qu: 61; Pr: 61; In: 96/+15; Em: 41;  
 Ap: 69; CIRS: 5

#### GENERAL DATA

**Profession:** Net Junkie  
**Level:** 12th  
**Social Class:** Middle Corporate  
**Fire:** H&K MP-9 50  
**Melee:** Brawling 20  
**Missile:** —  
**Hits:** 46  
**AT(DB):** LBA(0)  
**Primary Skills:** CDeck Operation 108, Combat 132, Intrusion 105, Utility 100  
**Secondary Skills:** Equipment 75, Electronic Bypass 69, Electronic Technics 101, Software Technics 81, Cyber Attunement 108, Advanced Math 88  
**Languages:** English D5, German D5, Gamma D5, Omega D5, Paracom D3, Cortex D2

#### CYBER SYSTEMS

DNI to Brain, Thermal Edit-Out, Internal Readout, Supermetabolism



#### BACKGROUND

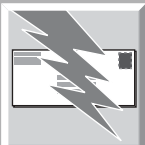
As a boy, Finster wanted to go back to earth so bad his parents finally had to send him from their orbital habitat to an aunt who lived in New York. Once there, Finster began to apply all of his energies into his chosen career: a member of the New Edison Troop. While some of his classmates had the same dream, Finster's reasons were much different. Even at an early age he realized the corporations had access to the best equipment and Finster wanted to be the best Net Junkie ever to jack the Net.

Although basic training almost killed him (several times), he eventually went on to the Cyberspace training which was his ultimate goal. Now a Captain in the Troop, Finster feels his life can't possibly get any better. He spends every minute he can in the Net. Finster is well liked by his men, but not his superiors. He refuses to drive his men and discipline has fallen off sharply since his promotion.

#### EQUIPMENT

Mk40 CyberDeck with MagneBubble core: Civnet, Self Definition, Random Number Generator Rtg15 (Intrusion +112), Invisibility Rtg6 (Intrusion +105), System Searcher Rtg40 (Intrusion +125), Data Copy, Data Wipe, Directional Control, Interrupt, Progs witch, Switch-Out, Armor Rtg20 (Combat +142), Bludgeon Rtg36 (Combat +150), Delve Rtg16 (Combat +140), Scan Rtg16 (Combat +140), Shield Rtg8 (Combat +136), Shock Rtg4 (Combat +134), Slay Rtg4 (Combat +134), Stun Rtg20 (Combat +142), Wipe Rtg30 (Combat +147); H&K MP-9 with 1 clip GP ammunition, several New Edison Guard Uniforms, miscellaneous personal gear.

**Assets:** \$92,000





## EMMET T. GUNDERSON

### LEADER OF THE ARMED REPUBLICANS

#### APPEARANCE

**Age:** 32  
**Eyes:** Brown  
**Hair:** Red  
**Build:** Muscular  
**Height:** 188 cm  
**Weight:** 78 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Waco, Texas  
**Demeanor:** Smiling, carefree  
**Dress:** Conservative corporate suits  
**True Attitude:** Sneaky, spiteful, belligerent



#### STATISTICS

Co: 70; Ag: 52; SD: 85/+5; Me: 61; Re: 89/+5; St: 40;  
 Qu: 92/+10; Pr: 100/+25; In: 37; Em: 77/+5; Ap: 98;  
 CIRS: 5

#### GENERAL DATA

**Profession:** Sneak  
**Level:** 7th  
**Social Class:** Lower Corporate  
**Fire:** Mirage XL-3 60  
**Melee:** Brawl 45  
**Missile:** —  
**Hits:** 56  
**AT(DB):** LBA(-5)  
**Primary Skills:** Culture 70, Streetwise 40, Exploit 40,  
 Electronic Bypass 65  
**Secondary Skills:** Equipment 45, Media 75  
**Languages:** Gutterspeak D5, English D5

#### CYBER SYSTEMS

DNI to Brain, Direction Mike 10 degrees, Vocal Range  
 Mk1, Vocal Amplifier Mk10

#### BACKGROUND

Emmet was born to be a public relations man. He has been a natural salesman all his life, but his right-wing views and militant outlook have always prevented him from running for public office. He has long known he will never hold political office, but that is acceptable to him as long as the liberals can be stopped from "destroying the very fabric of our society."

To stop that destruction, Emmet formed and heads the Armed Republicans. The organization is basically an outgrowth of his own political views, but now that they have a sizable membership, Emmet has come to realize the organization is bigger and more important than him. Although hurt because the spotlight is no longer shining so bright, he is happy his group is so successful. Emmet considers himself a great patriot and he often wonders what the history book will say about him. While grandiose, his group is very successful under his inspired leadership.

#### EQUIPMENT

Mirage XL-3 Gauss pistol, 2 clips of GP ammunition, Lesser Italian suits, camouflage suits, cellular phone, FAX unit.

**Assets:** \$130,000

## DRAGA

### CURRENT LEADER OF THE STORMWATCHERS

#### APPEARANCE

**Age:** 53  
**Eyes:** Blue  
**Hair:** Brown  
**Build:** Gaunt  
**Height:** 196 cm  
**Weight:** 65 kg  
**Sex:** Male  
**Race:** African  
**Origin:** Cairo  
**Demeanor:** Crazy, fanatic  
**Dress:** Mismatched suits and loud ties  
**True Attitude:** Confused, manic-depressive

#### STATISTICS

Co: 96/+15; Ag: 42; SD: 1/-25; Me: 3/-15; Re: 56;  
 St: 63; Qu: 70; Pr: 99/+20; In: 73; Em: 36; Ap: 61;  
 CIRS: 11

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 7th  
**Social Class:** Urban Homeless  
**Fire:** —  
**Melee:** Brawl 30  
**Missile:** —  
**Hits:** 52  
**AT(DB):** None(0)  
**Primary Skills:** Culture 45, Streetwise 65, Exploit 65  
**Secondary Skills:** Drug Tolerance 70, Frenzy 50,  
 Media 45, History 40  
**Languages:** Gutterspeak D5, English D5

#### CYBER SYSTEMS

2 DNI to Brain



#### BACKGROUND

Draga is all that remains of a one-time corporate executive who lost his job over a trivial detail. A lifetime ago, William Draga was a corporate accountant with a wife, two children, and a white house in a safe corporate neighborhood. When he lost his job, he lost everything. Eventually he sank into the gutter and waited for death. The Stormwatchers came instead.

For awhile, Draga (that is all he remembers of his name) has been uplifted by the poli-club's message. Taking the club's propaganda to heart, he began to spread the word. He is now recognized as the leader of the club, mostly because the older members have either been killed or incapacitated.

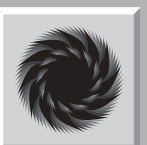
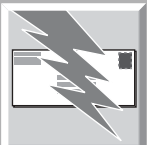
Draga is a manic depressive. When he is up, he is a charming corporate employee. He thinks, talks and reacts clearly. This is the Draga which normally leads the poli-club meetings. When down, however, Draga has a desperate death wish he has been trying to fulfill since the loss of his family.

It is unlikely Draga will ever reenter corporate life. He may retain the leadership of the poli-club, but life on the streets is tough and he may discover his prophecies are all to true, at least for him.

#### EQUIPMENT

Personal Possessions only

**Assets:** \$0



## ALEXANDER MUMPHRY

### PRESIDENT OF ETA KAPPA GAMMA

#### APPEARANCE

**Age:** 62  
**Eyes:** Brown  
**Hair:** Gray  
**Build:** Wasted with pot-belly  
**Height:** 170 cm  
**Weight:** 54 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Chicago Sprawl  
**Demeanor:** Gruff, short-tempered  
**Dress:** Ill-fitting generic suits  
**True Attitude:** Greedy for knowledge



#### STATISTICS

Co: 26; Ag: 14/-5; SD: 69; Me: 52; Re: 97/+15; St: 29; Qu: 17; Pr: 80/+5; In: 76/+5; Em: 52; Ap: 20; CIRS: 0

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 12th  
**Social Class:** Middle Corporate  
**Fire:** —  
**Melee:** —  
**Missile:** —  
**Hits:** 61  
**AT(DB):** ABS(-25)  
**Primary Skills:** Culture 50, Exploit 79, Streetwise 74, Administration 45  
**Secondary Skills:** Perception 55, Appraisal 89  
**Languages:** English D5, French D5, Latin D5, Spanish D4, German D4

#### BACKGROUND

Alexander grew up in abject poverty in the heart of the sprawl. To this day he has never set foot outside the sprawl's recognized limits. He grew up fast and mean, quickly discovering what you did not know could kill you and what you did know could turn a nice profit.

Alexander made his money in the highly volatile stock market, channeling the profits from information peddling and petty crimes into risky ventures. He made his fortune, and lost it, several times before going into semi-retirement at the age of 47.

As a newcomer to the Eta Kappa Gamma organization, Alexander was initially impressed by the focus and drive of the other members. He discovered individuals with the same goals and opinions he believed were his alone. He soon found he fit right in and within six years, he was a major member of the poli-club.

Now as the president, Alexander leads the way for the other members. He is primarily in charge of directing the research and actions of the other members, but he has plenty of time to take a hands-on approach to some tasks.

Alexander has long had all the money he ever wanted. He remains active, not because of the money he can make with the poli-club, but because of the knowledge he gains. As always, this is his primary motivator.

#### EQUIPMENT

Armored Body Suit, closet of generic suits, Ceres automobile, miscellaneous personal gear

**Assets:** \$31,000



## RONALD ULLMAN LEADER OF THE NINETY-SIXERS

### APPEARANCE

**Age:** 41  
**Eyes:** Green  
**Hair:** Blonde  
**Build:** Stocky  
**Height:** 190 cm  
**Weight:** 48 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Eastern Sprawl  
**Demeanor:** Quiet, introspective  
**Dress:** Simple suits or coveralls  
**True Attitude:** Taciturn, resigned to life

### STATISTICS

Co:69; Ag:71; SD:100/+25; Me:80/+5; Re:76; St:66;  
 Qu:41; Pr:80/+5; In:61; Em:14; Ap: 31; CIRS: 0

### GENERAL DATA

**Profession:** Sneak  
**Level:** 6th  
**Social Class:** Lower Corporate  
**Fire:** .357 Magnum handgun 45  
**Melee:** Brawl 35  
**Missile:** -  
**Hits:** 60  
**AT(DB):** None(10)  
**Primary Skills:** Mechanical Bypass 72, Perception 40  
**Secondary Skills:** Culture 40, Exploit 60, Media 45  
**Languages:** English D5, Gutterspeak D5, French D5, Spanish D5



### BACKGROUND

Ronald has always been a Ninety-sixer. His parents moved into the Chicago Sprawl after Ronald's birth looking for better work and higher pay. They were immediately successful, finding work with the Humanadyne Corporation in the western section of the sprawl. They saved their money and sent Ronald to school to study.

Ronald has been working at the arcology as a maintenance worker for the last three years. He has a gift for working with machines of all types, the older the better. He likes his job and the corporation is surprisingly tolerant of his political beliefs as long as they do not get in the way of his job. Ronald is very loyal to New Edison because they have treated him and his family fairly throughout his short career.

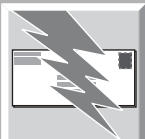
Although he does not really like his position in the Ninety-sixer poli-club, Ronald has accepted his posting with tight-jawed resignation. He is an able, if uninspired leader, of the local chapter.

The majority of Ninety-sixer chapters have become almost religious organizations, but Ronald has succeeded in keeping the local group focused on political issues of their belief. This strong focus has helped keep the chapter's enrollment up and limited the number of questionable believers.

### EQUIPMENT

Antique tools and mechanical equipment, .357 magnum handgun with 2 speed loaders, collection of antiques, 1972 Cougar automobile

**Assets:** \$47,000 (much in antique collections)



## RICHARD BAHBET

### PRESIDENT, MALL MERCHANTS ASSOCIATION

#### APPEARANCE

**Age:** 47  
**Eyes:** Brown  
**Hair:** Brown  
**Build:** Heavy Set  
**Height:** 180 cm  
**Weight:** 99 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** NAPA Arcology  
**Demeanor:** Bumbling, fawning  
**Dress:** Bright, silken robes accented by gold jewelry  
**True Attitude:** Calculating, greedy



#### STATS & SKILLS

Co: 95/+15; Ag: 57; SD: 36; Me: 98/+20; Re: 90/+10;  
 St: 94/+10; Qu: 69; Pr: 90/+10; In: 56; Em: 91/+10;  
 Ap: 42; CIRS: 0

#### GENERAL DATA

**Profession:** Sleaze  
**Level:** 10th  
**Social Class:** Middle Corporate  
**Fire:** GRU 05K 50  
**Melee:** Brawling 20  
**Missile:** —  
**Hits:** 61  
**AT(DB):** LBA(5)  
**Primary Skills:** Culture 110, Streetwise 90, Administration 80, Exploit 64  
**Secondary Skills:** Drive 60, Equipment 89, Perception 84, Biology 64  
**Languages:** English D5, Spanish D5, German D4, Gutterspeak D3

#### BACKGROUND

Richard Bahbet was born at the NAPA arcology and stood in line to become one of the major personalities of that community. The son of one of the plant engineers, Richard was initially trained to follow in his father's footsteps. Unfortunately, Richard never really liked engineering and he was much too lazy to study hard at school. Family conflicts were frequent until, at the age of 20, Richard was forced out of the Napa Valley for cheating at the arcology college. With little regret, he set out to make his fortune.

Since that time, Richard has accumulated wealth and power through a string of business deals few would understand, let alone accomplish. He is now maintains a comfortable lifestyle, which is all he ever wanted out of life.

Richard believes in using the mind, not the body. His lack of physical skills and abilities is nearly legendary in the arcology. Although not the largest individual in the Mall, he is the most noticeable. Frequently the subject of ridicule, Richard smiles and carries on about his business in the face of even the most aggressive of tormenters. He can do this because he has the cash and connections to retaliate if desired. His bumbling appearance is part of a carefully created image he uses to put people off their guard and when their defenses are down, he pounces.

#### EQUIPMENT

Closet full of designer silk clothing, Cellular Phone, GRU 05K, 2 clips GP ammunition, Gold credichron studded with diamonds, Antra Automobile

**Assets:** \$15,500,000 (mostly equity in company)

## CAVANEAU

### WARCHIEF, RENEGADES SPRAWL GANG

#### APPEARANCE

**Age:** 29  
**Eyes:** Brown  
**Hair:** Brown  
**Build:** Athletic  
**Height:** 193 cm  
**Weight:** 82 kg  
**Sex:** Male  
**Race:** American Indian  
**Origin:** Edmonton, Canada  
**Demeanor:** Fierce and unrelenting  
**Dress:** Casual gypsy style leather and silk  
**True Attitude:** Protective, defensive



#### STATISTICS

Co 87/+5; Ag 98/+20; SD 61; Me 84/+5; Re 64;  
 St 93/+10; Qu 94/+10; Pr 76/+5; In 80/+10; Em 72;  
 Ap 57; CIRS 4

#### GENERAL DATA

**Profession:** Killer  
**Level:** 11th  
**Social Class:** Upper Sprawl  
**Fire:** Steyr AUG C 113  
**Melee:** Brawling 114\*  
**Missile:** Throwing Knife 103  
**Hits:** 103  
**AT(DB):** ABS(-5)  
**Primary Skills:** Mtd. Weapon 103, Ambush R.10  
**Secondary Skills:** Perception 55, Cyber Attunement 55, Quick-Draw 60\*  
**Languages:** Gutterspeak D5, English D4

#### CYBER SYSTEMS

Megaknuckles, Oxygen Extraction Mk15, Biostatus Monitor, FastArm Mk10, Thermal Edit-Out

#### EQUIPMENT

Steyr AUG C Assault Rifle and Mirage Zipper, each with 2 clips of GP ammo, 2 throwing knives, Armored Bodysuit, miscellaneous personal gear.

**Assets:** \$4,500

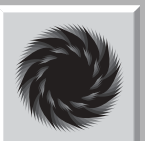
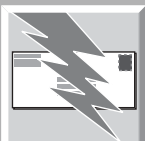
#### BACKGROUND

Cavaneau has been, and will continue to be, a loner. He was raised on the road and in his short life has seen very little to make him believe in the generosity of mankind. His feelings of strong self-reliance have been constantly reinforced by his life on the edge. Cavaneau drifted from clan to clan, staying as long as the mood took him, then drifting off with another group when clans chanced to meet. He often traveled alone for weeks, living off the land.

Cavaneau drifted into the Chicago Sprawl six years ago on nothing more than a whim. Although he had never stayed in a city long enough to become attached, there was something about Chicago that intrigued him. After several months of wandering the various districts, he chanced upon South Barrington. He quickly discovered the citizens of the small city were the repeated victims of gang violence. Violence the police of the district were not about to stop. Taking matters into his own hands, he began a personal crusade against the sprawl gangs in the neighborhood. These small bands of street toughs were no match for a man used to living alone in the wild. Initial successes freed portions of the small community, which joined in the fight. Soon, despite his protests, he was leading a small army against gangs of the entire city. Less than one year later, the city was "gang-free." For the first time in his life, Cavaneau discovered something, and someplace, to believe in.

Although he was not initially thought to be much of a leader, Cavaneau had an excellent grasp of military tactics. Many of the residents of the area were partially Sioux Indian, and the group fell into many of their forefather's ancient beliefs.

Now that the district is clear, the non-warriors of the neighborhood have taken the mantle of leadership. This has freed Cavaneau to look solely to the safety needs of the community, a task he much prefers.





## ROBERT "THE BEN" LEADER OF RAT PACK SPRAWL GANG

### APPEARANCE

**Age:** 28  
**Eyes:** Aizu-Shoto Midnight Blue  
**Hair:** Blonde  
**Build:** Thin  
**Height:** 5' 10"  
**Weight:** 143  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Space Colony  
**Demeanor:** Amused and distracted  
**Dress:** Neat, but casual synth-leather  
**True Attitude:** Searching, impatient



### STATISTICS

Co: 88/+5; Ag: 99/+20; SD: 94/+10; Me: 70; Re: 66;  
 St: 70; Qu: 99/+70\*; Pr: 86/+5; In: 64; Em: 45; Ap: 80;  
 CIRS: 7

### GENERAL DATA

**Profession:** Sneak  
**Level:** 10th  
**Social Class:** Upper Sprawl  
**Fire:** Mini Uzi IV 95\*  
**Melee:** Karatand 85  
**Missile:** Throwing Knife 30  
**Hits:** 56  
**AT(DB):** LBA(-5)  
**Primary Skills:** Electronic Bypass 88, Mechanical Bypass 84, Stalk & Hide 90, Perception 83\*  
**Secondary Skills:** Streetwise 80, Culture 50, Acrobatics 92, Contortions 60, Gambling 45  
**Languages:** German D5, English D5, Gutterspeak D5

### CYBER SYSTEMS

DNI to brain, Visual clarity Mk15, Thermal vision, Variable width direction mike w/ somatic trigger, Hand/eye coordinator Mk10, Blood Loss Healer, Retractable ToolHand w/ Lockpicks, 25 cubic cm Subdermal pouch

### BACKGROUND

Robert was one of the first persons ever expelled from his star colony for theft. Although there was crime at the colony, some of it violent, the judges tagged Robert as an anti-social misfit better left to earth. With little ceremony, he landed on earth, eventually drifting to Chicago.

Robert began running with a small-time gang in the sprawl, but his initial gang was destroyed during a pitched battle near an abandoned stadium. Looking for cover, he discovered the future home of the Rat Pack in an isolated section of tunnels beneath the stadium. He began to assemble a gang and after a few months they began to receive local notice. Eventually, however, the gang disappeared, only to resurface months later in their current form.

Robert never meant for the gang to be so successful. He wanted the safety and companionship offered by the gang, but it quickly grew beyond his ability to control. Now he would like to get out, possibly even return to his old home, but he is a virtual prisoner of the more violent members of the gang who need his skills to continue their current string of successful raids. If Robert can figure out how, he'll abandon the gang and move on. Until that time, however, he will continue to lead the Pack with skill and daring.

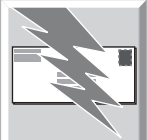
### EQUIPMENT

EVA Thruster-pack, Armored Exoskeleton Breastplate, Heavy Cutter/Welder, miscellaneous power cells, cartridges, and packs, Mini Uzi IV, 4 clips GP ammunition, GRU Max Pistol, 2 clips AP ammunition, various illicit drugs

**Assets:** \$41,000



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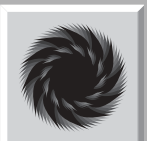
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## 7.0 SECURITY

In any large urban setting, the main benefit provided by the local government is personal protection. Since the dawn of recorded history, man has always grouped together to protect himself from outsiders, whether the danger was from animals or other men. Now that man is "civilized," the primary danger is from other humans who desire the property and possession of their fellow men.



**7.1 CHICAGO SECURITY**

Until the middle of the 21st century, urban residents looked to the strong federal, state, and local governments to protect them from differing levels of outside aggression. When the government was strong enough to provide that protection, the nation prospered. When governments began to collapse, however, the power vacuum was filled by the large multi-national corporations. Citizens quickly discovered their personal safety was no longer guaranteed by the government when law-makers were faced with a collapsing power structure.

Now that the economic and social environments have settled to some degree, average citizens are beginning to know what to expect from the major corporate and national organizations which influence their lives. Although the federal powers are not nearly strong enough to provide complete national defense, the power structure for that defense is already in place with the resource network to back it up. Rather than reinvent the entire organization, corporations have stepped into the government's role as peacemaker and taken over the operation of existing forces. In the sprawls, this takeover is represented in several ways.

One common form of local police is the corporate-sponsored protection force. This organization operates in areas where the local government is powerful enough, and rich enough, to field an effective police force. Instead of managing the duties of the local police officers, the local government pays a security organization to provide protection. In these areas, the security of the citizens is in the hands of the corporation, but the security of the government is not. This type of organization looks the most like the old-time police forces of the 20th century and provides the most even handed protection to residents. Unfortunately, this form of protection is very expensive to operate and requires a large tax base or heavy individual taxes. In some areas this operation is very successful, but most sprawl zones cannot afford this type of organization and thus, this form of protection is used mostly in smaller cities and isolated towns.

The most prominent form of protection in the Chicago Sprawl is the corporate cop. These individuals are licensed and paid by individual corporations to protect corporate property and employees. In addition to security duties, corporations which adopt this type of protection policy are responsible for governing the people of the area. These officers are among the best paid and best organized forces in the field, but they are only charged with protection of a limited area. Corporate cops are very aware of their boundaries and will do little, if anything, outside their assigned areas. Employees which live in corporate zones or neighborhoods will receive full police protection from their employer. This protection is not free, as employees either directly pay for the service or have the cost factored into their salary.

Considered a step below the corporate cops are the security organizations which provide personal and property protection for individuals for a monthly fee. These firms are often employed by smaller corporations or cities to either augment their forces or provide complete security service. Most citizens do not like these organizations as the individual officers have little reason to step into dangerous situations. This industry, as a whole, has a bad reputation for avoiding confrontation and placing their own safety above that of their charges. These firms are also the most mercenary of the security forces. Officers will often ignore crimes which occur next to, but not in, their client's property. In the sprawl, some neighborhoods will collect enough money on a monthly basis to pay for the services of one of these organizations, but this is becoming more and more rare as security prices continue to rise.

Enforcer organizations are often confused with private security firms, but they are actually very different. Most individual Enforcer groups are organized by local government. Enforcers tend to be the best armed and best trained police force available, but they are also the most likely to turn against the populace they have been assigned to protect. When these organizations begin to act as the judge and jury, the rights of individual citizens are the first things to suffer. The worse the crime rate, the more likely Enforcers are to take matters into their own hands.

Occupying the most basic level of resident protection are the citizen patrols and local guardian gangs. As with Enforcer organizations, these groups range broadly in the scope of their abilities and the level of protection provided. Strongly armed, well-run organizations, such as the Renegades, can have a positive effect on the local environment. Corrupt gangs, such as the Mid Knights (see Sprawlgangs and Megacorps) can be just as bad for a community. All gangs of this type can be counted upon to defend the area they are currently occupying, so many civic groups will attempt to secure one of these gang's services, especially during dangerous periods.

The local communities of the Chicago Sprawl uses all of these forms of protection, depending on the area in question. Although the government of the Chicago Sprawl cannot afford the services of a sprawl-wide protection service, most of the well-to-do areas are protected by highly motivated, well armed, corporate security officers. In the less prosperous regions of the sprawl, private security corporations and Enforcers are the order of the day. In these areas, residents must keep on their toes to know what is and is not protected during a particular month. Violence and crime are much more common in these areas, but open combat is a rare occurrence. In the poorest sections of the sprawl, gangs and local guardian groups rule their turf as best they can. These groups provide protection to the businesses and residents in their turf in exchange for money and services. The quality and size of these gangs vary greatly, so individual residents must often rely on themselves for protection.



## 7.2 ARCOLOGY SECURITY

The main security for the New Edison Arcology is provided by a detachment of the New Edison Guard, which is on permanent assignment to the arcology. These individuals are graduates of the Guard Academy and have all passed rigid tests to ensure loyalty and ability. The members of the Guard are trained professionals and they carry themselves to present that image at all times.



In the Arcology Proper, this security force is primarily charged with ensuring nothing infiltrates the New Edison grounds. Considered boring duty by the guards which pull the assignment, a normal watch passes with little activity other than making the appointed rounds. The Guard is also charged with keeping the peace and stopping civil disputes when they break out. These tasks, though common, are not especially dangerous or difficult. The Guard represents the heavy-handed authority of New Edison at the arcology and few, if any, residents are willing to take on the corporation's watchdogs. Usually the mere sight of the Guard is enough to stop any anti-social behavior.

In the Mall, duty is much more diverse and exciting. The Guard is not only charged with keeping the peace between irate merchants and shoppers, it must also be on the lookout for individuals attempting to damage the arcology. Although this is also the main duty of the Guard in the Arcology Proper, in the Mall it is much more difficult to stop individuals and halt the illegal flow of equipment and information. Guards stationed at the Mall are usually much more experienced in criminal investigation and surveillance. They have to be good at their job if the arcology is going to survive.

In addition to the Guard, the arcology has a permanent garrison of New Edison Troops. These professional soldiers are mainly at the arcology to provide additional forces to back up the Guard and to handle situations which require their unique skills, such as anti-terrorist actions or prolonged defensive maneuvers.

Because these soldiers rarely go into battle, they spend a good deal of their time engaged in practice and training. Most troopers are used to augment the manpower of the Guard and are used to provide additional security in the Mall and Arcology Proper. Most troopers hate this duty, seeing it as beneath their skills and talents. While technically correct, the presence of the New Edison Troop at the arcology has been an excellent criminal deterrent. The Troop's reputation is the best in the world and the Valris Foundation often cites the Troop as a prime reason the arcology is a safe place to do business.

When the Troop is called into action, usually versus a terrorist organization, they lunge forward with deadly speed. The Troop does nothing in half measure. They use maximum force at all times when encountering a problem. Arcology residents are instructed, and frequently reminded, to vacate the halls when the alarm sounds and the Troop is called into action. In the few times the Troop was called into the Mall, civilian injuries were common as slow bystanders were physically moved out of the way. Terrorists which are cornered by New Edison Troops have learned that there is no escape. Troops fight to the death using whatever means is available to stop their foes. Most of these terrorist engagements end in the death and injury of several troopers and the destruction of all terrorists. Rumors abound, however, that New Edison usually manages to take at least one terrorist alive for questioning. Though New Edison denies this rumor, it seems unlikely the corporation has never been able to capture a terrorist.

## 7.3 ARCOLOGY NET SECURITY

The New Edison Arcology was expanded into the Net in 2072. Cyberspace junkies across the globe wondered about New Edison's latest construct. Most were positive it would take a form similar to the home office in New York, but others were not so sure. What Net Junkies got was something completely unexpected. Rather than the familiar oil rig structure so well known to experienced Net Junkies, the arcology icon suddenly appeared as a highly stylized beehive, complete with attendant bees. From the front of the icon dripped a golden flow of honey, which was completely ignored by the bees. Net Junkies took the first cautious glances into the multi-chambered hive and discovered a world within the world, as hundreds of individual locations were represented inside the multi-leveled hive. In addition to New Edison's



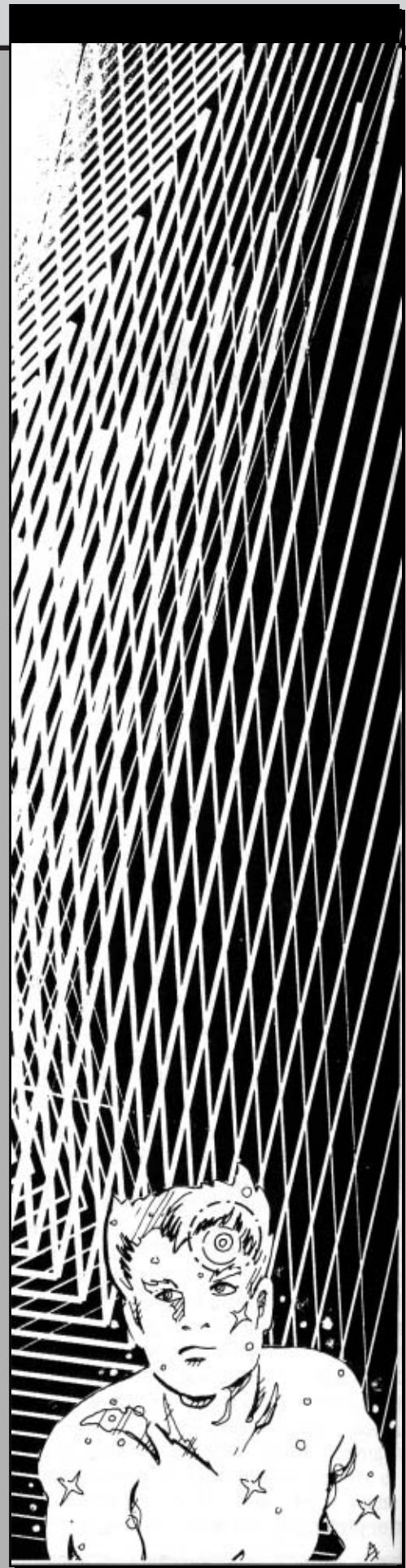


individual locations, every business in the Mall was represented as a different icon. Many of these areas were, of course, secured by the drones and warriors of the hive and Net Junkies from the businesses of the Mall. In fact, although the hive was very large, access to over half of the icon seemed to be restricted. As time went by, the Net Junkies of Chicago discovered as much as they could about the arcology and its defenders. Though disappointed in their discoveries, they expected nothing less than the best protection from the infamous corporation.

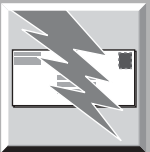
New Edison has long enjoyed an excellent reputation for the quality of their cyberspace Net Junkies and intrusion counter measures. The Chicago arcology is no exception to this tradition. The defenses of the arcology are tight and dangerous, with many hidden dangers awaiting foolish intruders. Because the arcology was originally constructed for security, it was all the more appropriate for the corporation to strengthen its reputation by adding a number of subtle twists to their standard cyberspace defense plan. Although the original systems have changed dramatically over the last two years, the changes have only made the system tougher to crack.

In addition to normal protective measures, New Edison has instituted a policy of ruthless defense from the members of the Guard which protect the arcology. Countermeasures are not designed to dump the offender out of cyberspace, they are designed to permanently injure or kill. Slayer is a required program for all New Edison Net Junkies. The arcology has numerous areas which are protected by black ICE, a feature of the system the corporation is more than willing to use if necessary. Although it is not economically feasible to provide the high level of defense enjoyed at the corporate home office, the arcology has been provided with similar products which are not quite as expensive to produce and maintain. This level of automated security, while impressive, is not the main reason for the arcology's excellent defense record. The bulk of the defense work is carried out by the Net Junkies of the Guard who constantly patrol arcology cyberspace.

Despite a reputation for using black ICE, the arcology has managed to prevent most break-ins, not with the intrusion counter measures, but with Net Junkie defenses. The Guard of New Edison keeps an unusually high number of its Net Junkies in cyberspace to monitor the multitude of security devices installed for physical protection. In addition to checking on these systems, the members of the Guard are also responsible for engaging any intruders they discover. While some corporate Net Junkies are content to rest in secure data storage banks and let the enemy come to them, New Edison junkies respond to the system's calls for help by searching out intruders. New Edison Net Junkies refer to these actions as "stalking the Net," and in many senses the term is especially correct. Around the arcology complex, the Net Junkies are extremely dangerous because they have the advantages of accurate net maps and full system support, but even when they leave the arcology to track an intruder, they are dangerous opponents.



New Edison Net Junkies enjoy every advantage money can offer. Cyberspace Guards are expected to be good, that goes with working for New Edison. Their programs and hardware provide them with the additional level of ability most independent Net Junkies cannot match. New Edison Net Junkies pilot custom CDecks with access to the latest and greatest software available. Although most of this equipment is company purchased, many of the Net Junkies have a personal library of custom software which they can all upon in an emergency. Cyberspace in one of the few places New Edison exerts no control over its employees. Net Junkies are free to use any and all measures they desire when defending the arcology in the net. The only two regulations for Net Junkies is their choice of Matrix Presentation Software, which must be CivNet, and the User Presentation Programs, which must represent a bee. Although CivNet can be initially difficult to operate, its use is an integral part of coordinating the work of the Net Junkies and Guards. Cyberspace Guards seem to have little trouble in eventually adjusting to the system. The bee persona is another matter. Most Net Junkies, even corporate employees, have a decidedly independent streak which has caused many members of the Guard to chaff under the presentation program regulation. Although some degree of customizing is allowed, the Net Junkies are actively involved in attempts to change the rules.





## 8.0 ENCOUNTERS

These encounter charts can be used to generate random meetings for urban settings in the Chicago Sprawl. For any of the locations listed, the actual condition of the building and the attitude of the persons encountered can vary greatly. The section of the sprawl where the players are standing will be the most important factor in determining the general state of repair, but other individual factors could be taken into account also.



## 8.1 ARCOLOGY ENCOUNTERS

The arcology is alive with people and activity around the clock, especially in the Mall. Encounters will be frequent, but most will tend to be short and to the point.

If the encounter is with a normally hostile group, the players may be able to avoid a confrontation by deferring to the group or attempting to avoid them all together. These groups are not always looking for trouble. They must live in the arcology long after the confrontation with players. Groups may ignore the players or let them slide by with actions which they would normally not tolerate depending on the group's current attitude, locations, and the appearance of the players.

As the arcology is alive with people and security forces, any confrontation which seems likely to turn hostile will be reported to the New Edison Guard by nearby merchants or shoppers. Fighting is very bad for business and merchants will, therefore attempt to stop trouble before it can escalate.

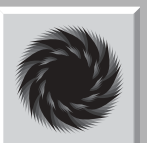
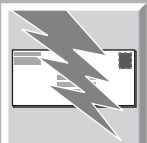
### Arcology Encounter Chart

**Base Encounter Chance:** 10% per 2 hour period

**Modifiers to Base Encounter Chance:** +10% if in the Mall, +5% from 8 am to 8 pm, - 5% from 2 am to 6 am.

- 01-10** A large group of shoppers or residents (4D10) have completely blocked the local hallway. Players must wait for the traffic jam to clear or seek an alternate path.
- 11-20** Members of the New Edison Guard (1D5) arrive. They are currently off duty, but will become interested with any suspicious or hostile activity.
- 21-30** A group from one of the arcology gangs (1D10) is roaming around. They may turn hostile if provoked or threatened.
- 31-35** A small group from one of the arcology gangs (1D5) ridicules the players for no apparent reason, much to the amusement of onlookers.
- 36-40** A small group from one of the arcology gangs (1D5) accosts the players. The actual reason depends on which gang is encountered.
- 41-45** A large group from one of the arcology gangs (2D5) is reasserting its control over in the area. Dangerous or threatening characters will be accosted.
- 46-50** Several members from one of the sprawl organizations (1D5) are recruiting new members. The actual technique used depends on the organization.

- 51-55** A chance meeting with one of the local sprawl organizations. Members of the organization (3D10) may turn hostile depending on the current activity and general attitude of the organization.
- 56-60** Several Valris Foundation workers (1D5) near a security area behaving in a suspicious manner. If pressed, these workers will turn hostile.
- 61-65** Several off duty New Edison Troops (1D5) are in the area to relax. They are used to getting their way, however, and may become angry if they are not given the respect they feel they deserve.
- 66-70** An obviously wealthy individual is being accosted by several youths. Although not initially dangerous, they are looking for handouts and "gifts."
- 71-75** A high ranking member of Valris or New Edison is on an inspection with a small group of assistants (1D5). They may select individuals for polite questioning on current arcology conditions.
- 76-80** A high ranking member of Valris or New Edison is involved in a private scheme which requires some "night work." If the players are not part of the negotiation, they see the meet take place.
- 81-85** A major personality is spotted traveling in disguise. The individual may be looking for some rest and relaxation or he/she may be involved in something illegal.
- 86-90** Members of one of the arcology poli-clubs (1D5) are involved in their normal activity. Those nearby will become involved also.
- 91-95** Members of one of the arcology poli-clubs (1D10) are involved in a recruitment drive. Uninterested residents may be abused or attacked.
- 96-99** Members of one of the arcology poli-clubs (1D5) are spotted breaking the law. Witnesses may receive visitors at a later date to discuss the matter.
- 100** Corporate terrorists strike at the arcology. The Troop is called out and the players are caught in the middle.



## 8.2 LOOP ENCOUNTERS

Riding the public transportation system in the Chicago Sprawl can be an exciting experience. Residents which rely on the public transportation system on a regular basis know to be prepared for every possibility.

Because riders of the Loop are locked into the cars between stops, they can easily be victimized by lawless gangs of the sprawl. Automated defenses and a private security force have helped to curb the problem, but violence and crime is still a rampant on many routes.

During the late night and early morning hours the few lines which remain in operation are much less crowded but the individuals which ride the cars are much more dangerous.

**Public Transportation Encounter Chart**

**Base Encounter Chance:** 5% per stop

**Modifiers to Base Encounter Chance:** +5% at night, +5% if in the southern section of the sprawl.

- 01-10** An aggressive bum seeks a handout from all in the car.
- 11-20** In the crowded car, a Sneak attempts to pick the pocket of one of the players.
- 21-30** A large gang (2D10) enters the car en *route* to an important meeting. They may decide to release some frustration on nearby riders.
- 31-35** Several prostitutes (1D5) wearing Electra dresses begin soliciting the few riders currently in the car.
- 36-40** A black marketeer offers the characters several products of dubious quality.
- 41-45** A dealer gang is selling in the car. They approach each rider with their wares.
- 46-50** An Enforcer boards the car, instantly stopping all conversation. There is a 50% chance he is a renegade looking for guilty residents to punish.

- 51-55** A group of corporate suits (1D5) enters the car. They look like they just boarded the wrong car, but now they are trapped.
- 56-60** A small child enters the car. He/she is lost and won't stop crying until his/her mommy is found (50% chance mom missed the train and is back at the last stop).
- 61-65** Poli-Club members (1D5) enter the car. They are involved in their usual activity.
- 66-70** Corporate Cops (1D5) enter the car as it stops in a corporate zone. They are looking for illegal goods, which they will confiscate (for personal use).
- 71-75** An entertainer enters the car. After a brief, talentless show he passes the hat looking for donations.
- 76-80** A mercenary gang (1D5) enters the car looking for donations to their war chest. Donations are mandatory.
- 81-85** One of the riders becomes violently ill. There is a 25% chance he carries a contagious disease.
- 86-90** The car suffers a mechanical breakdown which strands the riders for 1D5 hours.
- 91-95** Two gangs (1D10 each) have decided to make this car their battle ground. Bystanders are just part of the terrain.
- 96-99** A CIRS victim enters the car with a primed Mk5 frag grenade. Unless handled with care, he will release the grenade, killing himself and several of the riders.
- 100** The train suffers a serious wreck which results in catastrophic damage. All riders suffers 1D5 "A" Impact criticals and 1D5 "A" Shrapnel/Automatic Criticals.

### 8.3 SPRAWL ENCOUNTERS

Sprawl encounters are the most diverse. When characters enter the sprawl there is no telling what might happen to them. Random actions and results are a way of life for these residents and visitors had better get used to it. Most surprises in the sprawl can get an individual killed. Gangs, violent organizations, and the local security forces are all lethal.

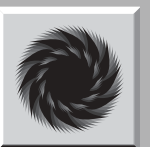
The sprawl is especially active during the night. Neon lights create an artificial environment which is the home to countless people who sleep during the day.

#### Sprawl Encounter Chart

**Base Encounter Chance:** 10% per 4 hour period

**Modifiers to Base Encounter Chance:** +10% at night

- |  |   |
|--|---|
| <p><b>01-10</b> Sprawl children (1D10) mob the players seeking candy or money.</p> <p><b>11-20</b> A speeding automobile jumps the curb and heads toward the characters. Each character must dodge the car, +65 Brawling attack.</p> <p><b>21-30</b> Dealer gang members (1D5) approach with their wares. They are persistent, but not dangerous unless crossed.</p> <p><b>31-35</b> Guardian gang members (1D5) accost the characters. They are extremely self-righteous and demand to know what the characters are doing. If unsatisfied with the answers, they will attack.</p> <p><b>36-40</b> Cyber gang members (1D5) are proving how tough they are. A single member of the gang will attack one of the characters. The others will watch unless their man is getting beat or the other characters jump in.</p> <p><b>41-45</b> Thrasher gang members (1D10) are staking out new turf. They will attack any group of individuals who appear to be together to prove their dominance.</p> <p><b>46-50</b> Corporate Cops (1D5) approach the characters. They ask to see papers and provide identification. Trespassers will be escorted off the property if appropriate.</p> | <p><b>51-55</b> The characters spot employees from a rival corporation (1D5) on their way to/from work. Several are pointing at the characters and laughing.</p> <p><b>56-60</b> A burglar alarm goes off in the building next to the characters. Moments later 1D5 individuals rush out with weapons drawn.</p> <p><b>61-65</b> Corporate security forces surround the building next to the characters. After a few moments, a brief gun fight breaks out. There is a 25% chance each character will receive a +50 small projectile attack.</p> <p><b>66-70</b> Characters are approached by members of a dealer gang (1D5), who are in reality, corporate cops. If the characters are interested, 1D5 additional cops will arrive to arrest them.</p> <p><b>71-75</b> The characters are caught in an Enforcer sweep. Member of this organization (1D10) will confiscate all illegal items.</p> <p><b>76-80</b> Poli-club members (1D10) are engaged in illegal, but normal activity. Characters witnessing it will be attacked or driven off.</p> <p><b>81-85</b> Poli-club members (1D5) are engaged in their normal activity. Characters may be asked to join if they express an interest in the club.</p> <p><b>86-90</b> Characters witness a drive by shooting. Several of the targeted gang members immediately give chase. There is a 25% chance for each character to receive a +80 small projectile attack (Automatic fire critical).</p> <p><b>91-95</b> The characters chance upon a wild block party. Free drinks and food are provided to all who join the festivities.</p> <p><b>96-99</b> The character are approached by an equal number of prostitutes looking for a good time. There is a 25% chance they will lead the characters into an ambush.</p> <p><b>100</b> The characters discover they are being stalked. Their follower is a victim of "the curse," (CIRS) who will make his move when least expected.</p> |
|--|---|





**8.4 LAKEFRONT ENCOUNTERS**

The Lakefront is supposed to be the recreation area of the sprawl but, although it does have a wide variety of recreation opportunities, there are a wide range of dangerous individuals living here too. To these individuals, sprawl residents' pleasure is their business. The worst of these individuals are the pirates of Lake Michigan. Little more than waterborne gangs, the pirates prey on the land as well as the Lake.

For the most part, individuals coming to the Lakefront should enjoy some recreation and time away from the hassles of urban life.

**Lakefront Encounter Chart**

**Base Encounter Chance:** 10% per 4 hour period

**Modifiers to Base Encounter Chance:** +5% during the day, +5% during the summer

- |  |   |
|--|---|
| <p><b>01-10</b> The characters chance upon a lake side party sponsored by one of the corporations. Free drinks and food are provided to all who are either an employees of the corporation or can bluff their way in.</p> <p><b>11-20</b> Characters are approached by members of a dealer gang (1D5), who are in reality, corporate cops. If the characters are interested, 1D5 additional cops will arrive to arrest them.</p> <p><b>21-30</b> Dealer gang members (1D5) approach with their merchandise. They will attempt to sell as long as the characters appear interested.</p> <p><b>31-35</b> Minimod gang members (1D10) are making fools of themselves nearby. If the characters laugh they will be attacked by a swarm of juvenile delinquents.</p> <p><b>36-40</b> Thrasher gang members (1D5) have set up a music stand nearby. Despite the protests of nearby individuals, they insist on playing their music at ear-splitting level.</p> <p><b>41-45</b> Guardian gang members (1D5) approach the characters and demand they leave the lakefront. To the Guardians, the characters suffer from some personal affliction (like blonde hair, or red shirts, etc.). If the characters do not comply immediately, the Guardians will attack.</p> <p><b>46-50</b> The character are approached by an equal number of prostitutes looking for a good time. There is a 25% chance they will lead the characters into an ambush.</p> | <p><b>51-55</b> Characters witness a drive-by shooting. Several of the targeted gang members immediately give chase. There is a 25% chance for each character to receive a +80 small projectile attack (Automatic fire critical).</p> <p><b>56-60</b> Poli-club members (1D10) are engaged in illegal, but normal activity. Characters witnesses will be attacked or driven off.</p> <p><b>61-65</b> Poli-club members (1D5) are engaged in their normal activity. Characters may be asked to join if they express an interest in the club.</p> <p><b>66-70</b> Corporate Cops (1D5) approach the characters. They ask to see papers and provide identification. Trespassers will be escorted off the property if appropriate.</p> <p><b>71-75</b> The characters are approached by members of the Water Patrol looking for a particular boat and its crew who are suspected pirates.</p> <p><b>76-80</b> The characters witness the crew of a passenger boat off loading illegal goods. The smugglers attempt to drive the characters off.</p> <p><b>81-85</b> The characters are caught in a sudden storm. Though brief, it completely soaks everything.</p> <p><b>86-90</b> The characters see a street entertainer performing in an adjacent park. Though good, the crowd seems particularly belligerent.</p> <p><b>91-95</b> The characters witness a high speed chase on the Lake. The lead boat heads directly for shore, grounds the boat, and makes a leap to land with weapons drawn.</p> <p><b>96-99</b> The characters are attacked by a group of drunken sailors. These individual are too drunk to know what they are doing and will not remember their actions in the morning.</p> <p><b>100</b> The characters are caught in a cross fire between pirates and the Water Patrol. In mobile battle, the pirates attempt to get back to their boats and get away while the water patrol gives chase.</p> |
|--|---|

## 8.5 LAKE MICHIGAN ENCOUNTERS

During the summer months the Lake is alive with activity. Boaters and jetskiers ride the waves from sunup to sundown. Mixing with these sprawl dwellers, however, are the pirate gangs. Riding some of the fastest boats in the Lake, these gangs strike at unsuspecting boaters. Keeping these boaters protected is the job of the Water Patrol. Easily identified by their colorful uniform, these individuals form the first line of defense against pirate violence and crime.

Nearly as dangerous as the pirates are the sudden Lake storms and the host of amateur boaters who take to the water every summer. Experienced boaters know to look for these walking accidents and avoid them whenever possible.

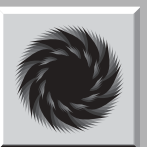
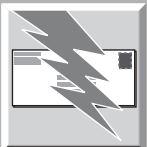
## Lake Michigan Encounter Table

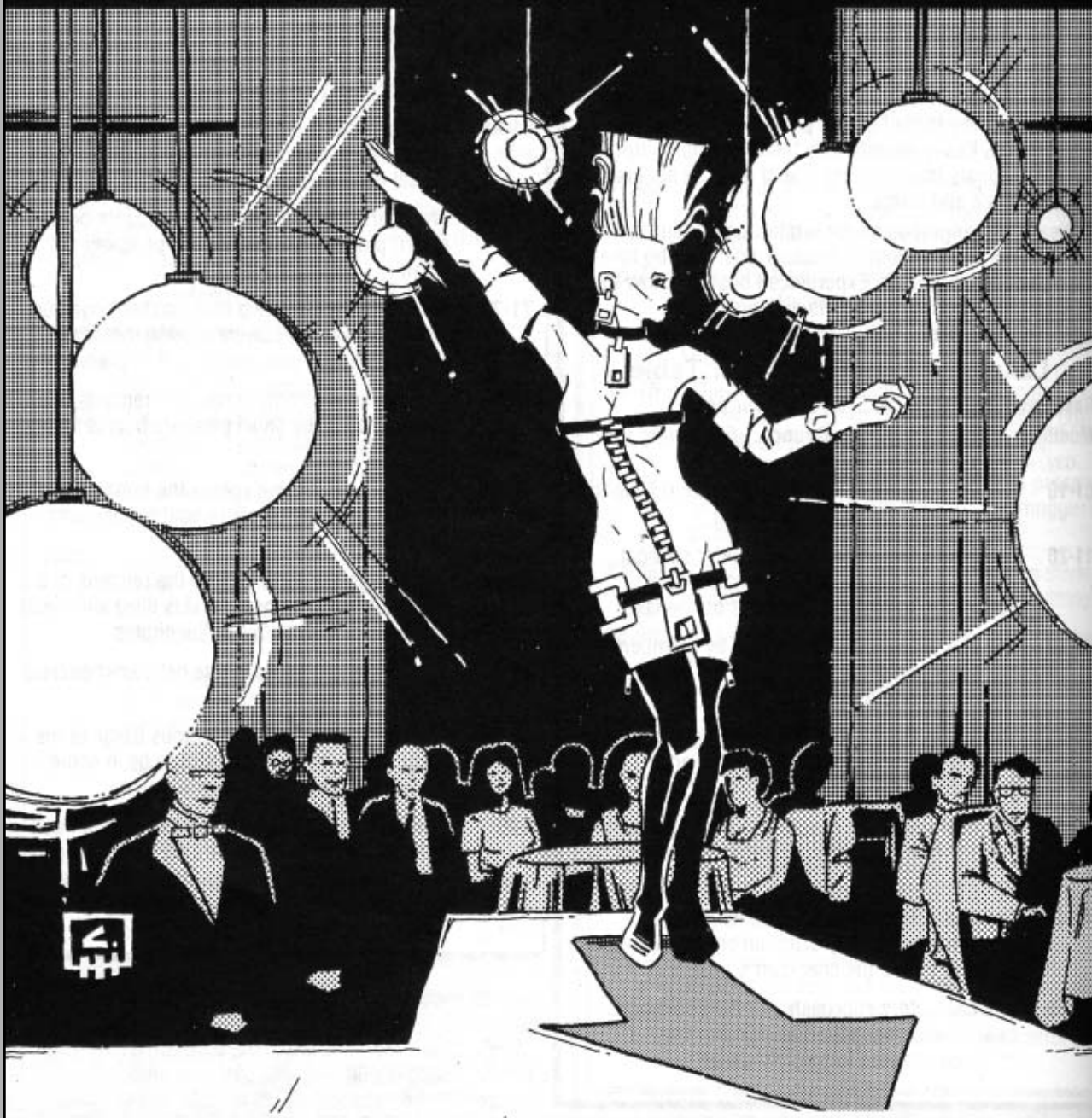
**Base Encounter Chance:** 5% per 8 hour period

**Modifiers to Base Encounter Chance:** +5% during the day, +10% during the summer

- 01-10** Several swimmers approach, but are unable to keep up with the character's boat.
- 11-20** The characters intercept a flounder sailboat. The captain is obviously an amateur and dangerous to himself and others on the lake.
- 21-30** The characters boat is boarded by members of the water patrol checking on safety violations. They are polite, but serious.
- 31-35** The Water Patrol boards the character's boat looking for contraband. If they find any, they will become very aggressive.
- 36-40** The characters are caught in a sudden storm. Though brief, the weather halts all progress for 1D5 hours.
- 41-45** The character's boat is approached by a corporate boat. They claim an emergency and demand to use the character's boat.
- 46-50** The characters approach a drifting corporate boat. Closer inspection reveals the crew involved in some form of illegal activity.

- 51-55** The character's boat is attacked by a pair of pirates on Hyperfish (small hydrofoils). If their fire is returned, they will leave.
- 56-60** The character's boat is spotted by a pirate Hyperfish. If the craft is not stopped, it will lead an attack boat back.
- 61-65** The character's boat is attacked by a large pirate vessel. The attack will continue until the vessel is damaged.
- 66-70** The characters are attacked by a pirate boat (1D10 pirates). No quarter will be asked or given.
- 71-75** The characters see two boats lashed together. The larger craft is currently being looted by several men.
- 76-80** The characters come across the remains of a pirate attack. The small pleasure boat is totally empty.
- 81-85** The characters come across the remains of a pirate attack. The pleasure boat is filled with dead bodies.
- 86-90** The characters come across the remains of a pirate attack. The speed boat is filled with dead bodies, probably those of the pirates.
- 91-95** The characters spot a pirate helicopter circling nearby.
- 96-99** The characters see the infamous barge of the Cleos Sprawlgang. It appears to be in some sort of trouble.
- 100** The character's boat is caught in an infamous Lake Michigan Squall. The Lake turns dangerous in a matter of minutes. Progress is halted for 1D5 hours in addition to any damage suffered from the storm.





## 9.0 THE SHOW MUST GO ON

Few individuals outside the industry understand the high stakes world of women's fashion. With the price tag for some items well into the six figure range, the competition for consumer dollars can become especially dangerous. The kingpins in this industry must be willing to do whatever is necessary to succeed. When things go bad, they are more than willing to take matters into their own hands, or the hands of a designated representative.



## 9.1 GENERAL BRIEFING

**Note:** *You may read the following section to your players, or role play the action.*

Life, when you get right down to it, is about making choices. Bad choices — short life, good choices — long and prosperous life. When the corporate suit came walking into The Blue Fedora, you knew right away he was out of his element. Despite his sure movements and calm demeanor, some people just don't belong at the Fedora, and this guy was surely one of them. Without conscious thought, you made your first choice and approached the stranger.

He introduces himself as Mr. Mitten. Hardly a subtle alias, but you've long learned not to insult potential employers. Just as you suspected, Mr. Mitten is looking for "a few good men." He has heard the Blue Fedora is just the right place to find people who are not afraid of a little "night work."

The guy, whoever he really is, has all the right sources. You've been hanging out at the Fedora for three days looking for odd jobs and contract work. You make your second choice of the evening and extend Mr. Mitten a hand, introducing yourself and the other members of the team. Moving together, you lead Mr. Mitten to the brothel in back of the restaurant where you can talk freely. Renting rooms by the hour is the Fedora's specialty.

Mr. Mitten explains that his proposition is a simple one, really. He needs the services of a team who can acquire some information from a rival company. The information he requires is sensitive in his industry, and most competitors are careful to keep their figures under lock and key. He is prepared to pay standard rates, with a bonus if the team can get the information without the competitor's knowledge. If they agree to the basics of the proposal, he is happy to fill the team in on the details; however, he assures the team they will not be targeting a Megacorp.

If the team is interested, Mr. Mitten will continue. He is involved in the highly competitive field of women's clothing. His area of specialty is the unveiling of high priced designer dresses and he is very good at what he does. An independent fashion consultant, he has an excellent reputation in the industry. Although the members of the team would not recognize his real name, the major fashion houses of the world are familiar with his work and his services are in constant demand. He works twice a year, once in the spring and again in the fall. Most fashion labels are made or broken by their spring and fall fashion shows. The spring show is especially important, even to the big name designers, because the spring sales period is the best of the year. It is a simple axiom of the industry: a good spring show — a good sales year. Mr. Mitten's job is to present the new lines in a dramatic fashion. He is a showman, but he has a problem.

Two days ago, his office in downtown New York was robbed. There was no sign of a forced entry and the thieves managed to circumvent the office's automated defenses and access his personal computer, which is not tied into the Net. When he arrived at work the next morning he discovered all the plans and schedules for his spring show, which had been contracted with Luna, were destroyed. Luna clothing is a very famous designer label. In addition to all of his set designs, the data cards contained information on Luna's spring fashion line. The information would be disastrous to Luna if in the hands of a competitor. He also discovered his assistant had disappeared with the only set of backups. Rather than contact the police and alert Luna of the break-in, Mr. Mitten began to look for his assistant, whom he believes is responsible for the theft. He discovered, through his industry contacts and a small network of informants, his assistant was booked for a flight to Chicago last night and had a reservation at the Carleton Arms. Although the reservation was canceled, someone matching his assistant's description was on yesterday's flight to O'Hare Aerospace Port.



His assistant, whose name is Janice Patterson, has eluded his best efforts to find her. Although he is sure she either sold or gave the plans of Luna's spring show to some competitor through a corporate representative in the Mall, he requires hard evidence to back his suspicions. If the team can acquire the evidence he needs without being discovered, he cannot only salvage his reputation and career, but he can likely sue the responsible competitor for the entire affair. Time is of the essence; however. Luna's Paris show is in five weeks and he is scheduled to meet with the executive of Luna to finalize preparations. If he does not have the plans within three days, he will be forced to admit to the robbery and the loss of Luna's spring line.

As Mr. Mitten's story unfolds, it becomes obvious the man is in a desperate situation. He has few, if any, useful contacts in the Chicago Sprawl and he is under severe time pressure. If the data cards are not recovered, he will not only lose his career, but he will likely be sued by Luna for the loss of profits stemming from his breach of contract. This is just the type of mission you love: a desperate client, a clear objective, and a short time frame. Time for another easy choice.

## 9.2 RUNNING THE MISSION

This is a case of finding the missing person and data. The twists to the adventure are caused not only by the actions of the pursued, but by her contacts within the industry, who have their own agenda. The retrieval is not perceived by the employer as being especially dangerous or life threatening, but the parties involved with the search have other ideas.

### REQUIREMENTS

A small team of 2-4 members with a good mix of Subterfuge and Social Skills. The team should contain at least one Net Junkie, but this is not absolutely necessary. If one is not present, it makes the mission harder, not impossible. The team must also be able to move about the Mall without restriction. If they are on the wrong side of the New Edison Guard, this will further complicate their mission.

### AIDS

Mr. Mitten will supply the team with holographs and a detailed description of his assistant, Janice Patterson. He will also brief the team, as much as possible, about the fashion industry and suitable places to start their search. He is willing to assist the team with any equipment they feel they need, but he envisions the mission as one requiring subtlety and he will not, therefore, purchase weapons. Mr. Mitten is staying at the Muelbach hotel in the arcology. If the team feels they need additional information or equipment, he insists they call him. Mr. Mitten is a hands-on type of employer who looks after his people. He will do whatever is necessary to see that the mission is successful.

### OBSTACLES

Janice Patterson has a checkered past which is unsuspected by Mr. Mitten. She should be very adept at throwing off the members of the team, if she discovers she is being pursued.

Other than Ms. Patterson, the team may have to overcome the security system of the arcology in some way to retrieve the data, especially if they fail to prevent the data exchange. Although they may not have to actually break into any of the shops or hotels, they must circumvent the system at Ms. Patterson's room or Cleopatra's shop.

Finally, the manager of Cleopatra's in the arcology is very interested in corporate advancement, despite his present level of success. He has worked with "Janice" before and they seem to make a good team. If pressed, he could prove to be very devious and dangerous to the team's health, as well as their mission.

### COMPENSATION

Mr. Mitten offers \$2,000 up front plus selective equipment the team feels is necessary; \$40,000 for the successful return of the data; and a \$25,000 bonus if the team manages to avoid detection. If retrieval is impossible, Mr. Mitten will pay \$20,000 for proof of corporate involvement of the theft.

### THE RUN

The actual mission may run something like this.

#### Gather Info

After a few hours, the team can discover from shoppers of the Mall, SM/StW:M, that Cleopatra's was open for a few hours this morning. A single individual was admitted to the store by the manager. Normally this is not a cause for notice, but the client seemed to avoid the stares of the crowd, quite unlike normal customers who seek attention. Though wearing bulky clothing, a Red Rover can identify the client as Janice Patterson if shown her image. Further research reveals that two hours later the individual left the store with the manager and disappeared among the other shoppers of the Mall. The store has remained closed since then, although the manager returned briefly before leaving for the day. Although the team will not know it, Janice went into the sprawl to look for a suitable bodyguard for the eventual meet, while the Cleopatra manager began securing the required funds.

If the team contacts the store, they will be answered by the assistant manager who will be polite, but unhelpful. She cannot put the team in touch with the manager, although she assures the team she is capable of assisting them in whatever they require. If pressed, SM/Exp:H, she will tell the team the manager was called out of the office suddenly and will not return until tomorrow.

The manager's name is Johann Sedgwen. If the team

wants to hit the public data bases, they may discover, SM/StW:M, Johann was demoted as store manager of the New York branch following an unsuccessful sales year. He was very bitter about the transfer to Chicago, but he kept his job and has done well at the Chicago store. He is frequently seen in the tabloids as a member of the society crowd, a role he seems to greatly enjoy. He lives in a modest home in the western section of the sprawl.

It is much more difficult, however, to discover information on Janice Patterson. Mr. Mitten can provide few details about her prior to the start of her employment two years ago. Her written recommendations were excellent and she was very familiar with the fashion industry. He will admit he did not check her references. Instead he trusted his hunch and hired her on the spot. Until three days ago, she had never done anything to violate his trust. If the team spends some time digging, SM/StW:V, they will discover nothing about Ms. Patterson. This is because there is nothing to discover. Until Liza Jentry created the persona two years ago, there was no such person. If the team succeeds in the Static Maneuver, they will realize it is almost impossible to go through life without leaving some form of trail. Although the team will not be able to trace much of Ms. Patterson's past, they should be suspicious of her identity following the search.

If the team checks at the arcology hotels, SM/Cul:M and SM/StW:H, they will discover a woman fitting Ms. Patterson's description signed in late last night. The desk clerk will not tell the team the room number, but he will tell them the woman's name, Liza Jentry.

## Bed Check

If the team attempts to track down the room of Liza Jentry/Janice Patterson, they can accomplish the task in several different ways.

- 1) Access the hotel data base. The safest way to do this is by checking into the hotel first and accessing the data base via the hotel phone lines. If the team wants to enter from another point, they will have to get past arcology security. If they stay in the hotel system, New Edison will leave them alone.
- 2) Conduct a physical search. Although potentially time consuming, this will eventually work if the team can watch all the entrances to the hotel at the same time. As she is in the hotel when the team is originally contracted, she will probably be initially discovered leaving the hotel on the second day of her stay.
- 3) Attempt to bribe one of the hotel workers. Most of the workers will be offended by the gesture, the hotel does have a reputation to uphold and the workers take their jobs very seriously. One of the maids would be the best target, but even if she agreed to help (after taking the money), she only has a 20% chance of knowing the room number of the woman the team is trying to find.

Assuming the team eventually discovers their target, they will have to get into the room. The lock is a hotel deluxe, SM/EBy:V to pick. If Liza is in the room (50% chance during the day, 80% at night) she will not respond to a knock on the door. If the team attempts to enter while she is in the room, she will contact security and prepare to give the team a nasty depleted uranium surprise from the cover of the room's heavy desk. When hotel security arrives, she will do whatever she can to get the team arrested. If the team manages to enter Liza's room while she is away, they can set an ambush. This is a much safer way to capture the data thief, although the team will have to use some strategy.

In either case, if the team manages to search the room, and eventually Liza, they will fail to discover the data cards with the missing information. Interrogation will reveal nothing, but Liza will agree to bargain with the team if she believes she will be set free. Liza will tell the team, under duress, she has already concluded her deal with Cleopatra. Her money is safely tucked away in the bank and there is little the team can do to hurt her, except, of course, for bodily damage. If the team agrees to negotiate, Liza will bargain for what she can and give the team the location of the data cards — the company safe at Cleopatra.

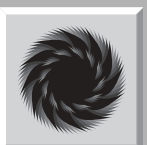
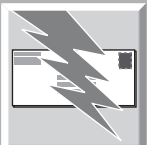
In reality, the data cards are in a locker at the Loop platform on level five pending the conclusion of the business deal tomorrow afternoon. The data cards in the hotel safe are old copies of a show Mr. Mitten staged in 2088. Mr. Mitten will recognize the show instantly, but the team would only know if they had some familiarity with the fashion world, SM/Cul:V. If the team frees Liza, she will pretend to leave the hotel without checking out. Once she is sure she is not being followed, she will return and request another room. Nothing is going to prevent her from finishing the deal she has worked so hard to set up.

The team will have to follow her to the data cards if they want to retrieve them prior to the exchange.

After Liza returns to her new room, she will rest the remainder of the night. At eight the next morning she will meet a member of the Rough Boys she contracted to be her bodyguard during the upcoming exchange. The two will have a leisurely breakfast at the hotel then pick up the data card at the locker on the Loop platform. At ten o'clock they will take the short walk to the meet.

## Cleo's Store

At Cleopatra's store in the Mall, Johann will have the cellular phone working overtime to try to scrape the money together to pay for Liza's data. In reality, Cleopatra, Incorporated knows nothing about the data steal. Johann financed the entire operation once he discovered the information was available. Although he would not think twice about killing Liza for the information, he has worked with Liza in the past and he would rather not kill someone he may be linked to. Eventually,





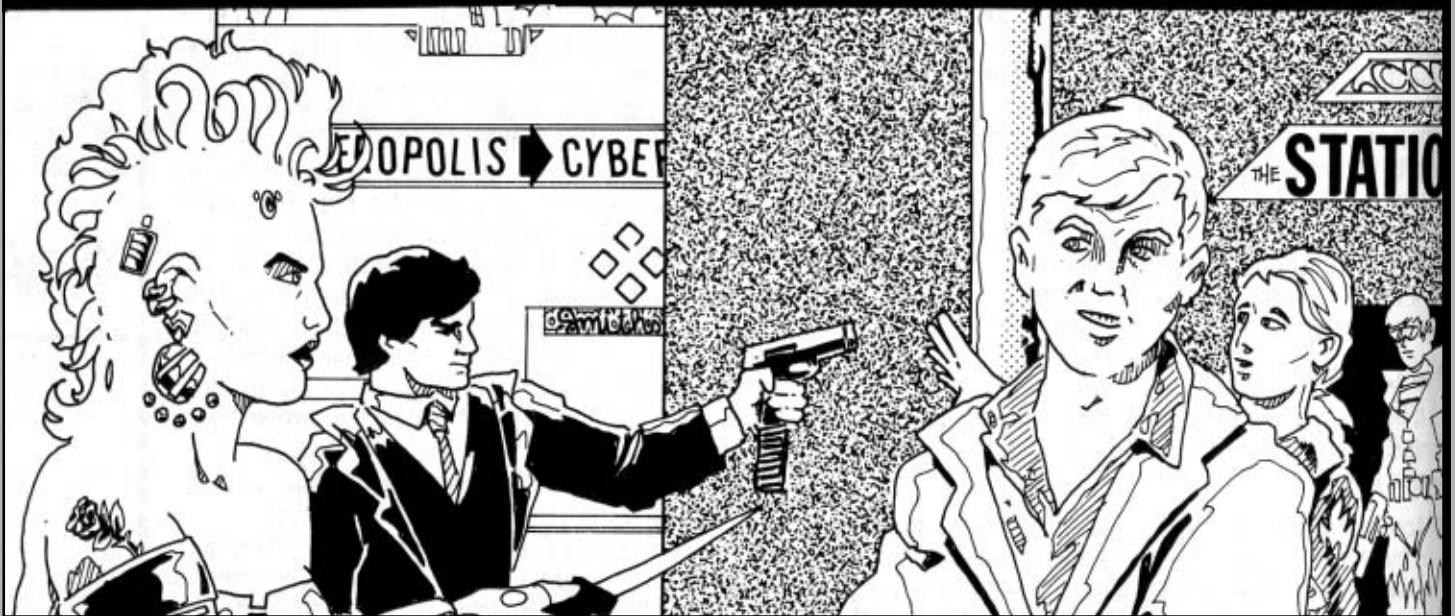
Johann will be able to acquire the money, but he will have to "borrow" \$40,000 from the store's account. Technically this is embezzlement, but Johann plans to pay the money back when he can liquidate some of his assets.

Johann is a man driven by vengeance. Since his demotion, he has been collecting the information he needs to damage the corporation he works for. He has a carefully cultivated network of informants in the fashion industry and the underworld. Until now he has been very selective about using that information. His plan is to acquire the data cards from Liza and transport them to New York on his trip next week. Once in New York, he will plant the data cards, tip the police and Luna, then sit back and watch the excitement. Excessively greedy, Johann is still willing to spend whatever is necessary to fulfill his mission. In the corporate shake-up that will surely follow the data cards discovery, he stands to regain his previous position and social station, and that is all he ever wanted.

### Confronting Johann

If the team elects to confront Johann, they will be in for a rude shock. Johann will readily agree to a search, as long as it is conducted by New Edison Guards. If the team agrees, they are in serious trouble. When the search fails to turn up anything of note, Johann demands the guards place the team under arrest for defamation of character and slander of a corporation. Corporate law is clear on the matter and the members of the Guard will immediately arrest the team. Making bail or being processed through the court system in time to intercept the exchange is unlikely, but the team may have connections they can call upon to help them out.

If the team stalks Johann, they will have better luck. Shortly after 10:00 AM on the second day of the assignment, the team can follow Johann to the Stationhouse, an arcology restaurant. This is where the exchange will take place, all under the watchful eyes of the Firemen. This arcology gang has been contracted to provide what



If the team secretly enters Cleopatra's store, they will discover everything is as it should be. Security is tight, but not up to normal standards as the store keeps very little merchandise in stock. Although the fixtures are valuable, there is little need for elaborate security measures. The front lock requires a SM/MBy:V to open and the security system must be disarmed within thirty seconds of entry, SM/EBy:V, or a silent alarm will sound at the arcology control center. The safe is in plain view, but difficult, SM/MBy:XH, to open. Inside are several stacks of data cards, but after thirty minutes of review, the team will discover none of the cards contain any information on Luna fashion shows.

limited protection Johann feels is necessary for the meet. A few moments after Johann's arrival, Liza will arrive with a single Rough Boy bodyguard. She will immediately sit down in the booth with Johann and begin the exchange. Once Johann has verified the data is the real thing, he will authorize the transfer of the funds to Liza's numbered account. Their business concluded, the pair will leave the restaurant and head in opposite directions. Liza, escorted by her bodyguard, will leave on the first flight out of Chicago to relax with her new found wealth. Johann will prepare for his flight to New York and the ultimate fulfillment of his plans. The data cards will remain in the Cleopatra safe overnight, then they will be transported to New York, where they will be beyond the reach of the team.

**DENOUEMENT**

The team can retrieve the data cards at three separate points in the adventure, depending on their search pattern; at the Loop platform, in the Stationhouse during the exchange, and at Cleopatra's following the exchange. The final location would be the best, but it requires the most patience. If the team waits until after the meet, they will be able to retrieve the data cards on the same day as Mr. Mitten's meeting with Luna. The other two locations, and all points in between, are very dangerous as the team will not only have to deal with the thieves and their bodyguards, but any violence in the Mall will alert the guard.

If the characters get into too much trouble as a result of the mission, they will eventually be bailed out by a grateful Mr. Mitten, after he completes his meetings with Luna, provided they did not kill anyone. The team may spend some time in the local operations zone detention center, but they will eventually be fined and released. If they killed someone, however, they are in much deeper trouble. Mr. Mitten will forget he ever knew them once he has the data and the team will be left on its own.

**9.3 CHARACTER/ORGAN. DOSSIERS**

Following are biographies and statistical summaries of non player characters and important organizations.

**MR. MITTEN**

Mr. Mitten has literally grown up in the fashion industry. He has been involved in some of the most successful lines of clothing in the world, and his reputation is as golden as any in the industry. He has always worked behind the scenes for reasons of his own, but he is well known by the designers who hire his considerable talents for their yearly shows.

Mr. Mitten is, before all else, a showman. He understands how to sell expensive items to the public and that talent is his product. He works only two shows per year and only for the most exclusive clients in the world. He can name his price at this stage in his career.

For all the glitter and lights of the industry, Mr. Mitten is a private man. His staff is very small, seldom numbering more than ten at any one time. Most of his crew are very loyal and he is more than a little hurt by Janice's departure. Although he would never take her back, he would like to know why she stole the data cards.

**MR. MITTEN****GENERAL DATA**

**Profession:** Sleaze  
**Level:** 12th  
**Social Class:** Upper Corporate  
**Fire:** GRU 05K 25  
**Melee:** Brawling 20  
**Missile:** —  
**Hits:** 38  
**AT(DB):** None(+15)  
**Primary Skills:** Culture 94, Streetwise 70, Perception 60, Media 92  
**Secondary Skills:** Appraisal 65, History 55  
**Languages:** English D5, French D5, Italian D5, Spanish D5, Japanese D5

**STATISTICS**

Co: 54; Ag: 75/+5; SD: 80/+5; Me: 74;  
 Re: 99/+20; St: 51; Qu: 32; Pr: 49;  
 In: 84/+5; Em: 99/+20; Ap: 80; CIRS: 0

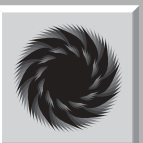
**APPEARANCE**

**Age:** 54  
**Eyes:** Blue  
**Hair:** Brown, with a touch of gray  
**Build:** average  
**Height:** 173 cm.  
**Weight:** 55 kg.  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** London  
**Demeanor:** Polite, concerned  
**Dress:** Elegant, custom created suits  
**True Attitude:** Shy, loyal

**EQUIPMENT**

GRU 05K with GP ammunition, custom made suits, cellular phone, FAX machine, personal equipment

**Assets:** \$2,000,000



**JANICE PATTERSON/LIZA JENTRY**

Liza was born in New York just blocks away from the famous garment district. Both her parents worked in the business and Liza joined them as a laborer when she was forced to drop out of school to help support the family. Long hours embittered her and she began to look for a way out of her poverty. Turning her back on her parents, she became involved with a rising junior executive in the industry, Johann Sedgwen. The two were quite an item for almost two years before they split up. The move seemed to be mutual. Liza drifted for a time, but was unable to make the big break. Her career took a definite nose-dive and in desperation she made some very poor decisions. Finally, she was all but forced out of the only industry she understood, so she created

her alter ego, Janice. With her skills and knowledge of the industry, there was no problem creating the recommendations and living up to the resume. Mr. Mitten was so eager to have a qualified assistant, he hired her without checking her background.

Although basically happy with her job, Liza has always longed for the good life. When the opportunity for the data steal arose, she took it without looking back. Although she does not consider herself a crook, she has made up her mind to follow this plan out no matter what the cost to herself or those around her. She knows this is her only chance to make it big. Not initially dangerous, she has become somewhat desperate in the last few days and may do anything.

**LIZA JENTRY****GENERAL DATA**

**Profession:** Sneak  
**Level:** 5th  
**Social Class:** Lower Corporate  
**Fire:** Glock 17D 60  
**Melee:** Brawl 20  
**Missile:** —  
**Hits:** 35  
**AT(DB):** None(25)  
**Primary Skills:** Culture 25, Streetwise 25, Perception 20  
**Secondary Skills:** Drive 45, Media 30, Appraisal 30  
**Languages:** English D5, French D4, Italian D2

**STATS & SKILLS**

Co: 69; Ag: 95/+15; SD: 44; Me: 70;  
 Re: 81/+5; St: 26; Qu: 96/+15; Pr: 58;  
 In: 43; Em: 71; Ap: 96; CIRS: 0

**APPEARANCE**

**Age:** 27  
**Eyes:** Blue  
**Hair:** Blonde  
**Build:** Lithe  
**Height:** 174 cm  
**Weight:** 48 kg  
**Sex:** female  
**Race:** Caucasian  
**Origin:** New York  
**Demeanor:** diligent, detail-oriented  
**Dress:** Tasteful clothing acquired from connections in the industry  
**True Attitude:** Desperate for the good life

**EQUIPMENT**

Glock 17D with DU ammunition, two suitcases with all clothing and remaining personal equipment

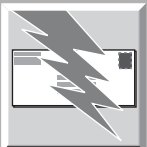
**Assets:** \$0



## JOHANN SEDGWEN

Johann grew up in a normal corporate home and always imagined he would one day go to work at the office just like his dad. He went to school and started his career in the fashion industry, just like he thought he would, but after several years in the industry, he met Liza Jentry and it was love at first sight. At least, that was how Johann felt. For the next two years he and Liza were involved, but she had no patience for Johann's career to take off so she moved on. Although Johann always viewed the split as mutual, he never really got over her. He lost the edge that kept him ahead of the pack and was demoted to the office in Chicago.

Although some managers would have been thrilled to get the job, Johann saw it for the demotion it was, and he regained his fire, only this time it was directed at the company which publicly insulted him. Since his arrival in Chicago, he has carefully planned his return to New York. He had no idea he was talking with Liza when he made the original contact with Janice Patterson immediately after the data theft. He has enjoyed working with Liza again, but even their brief contact has brought back all of the painful memories. Though the romance is long over, he is still touched with regret. If danger threatens Liza, he will subconsciously move to protect her.



## JOHANN SEDGWEN

### GENERAL DATA

**Profession:** Sleaze  
**Level:** 9th  
**Social Class:** Middle Corporate  
**Fire:** Beretta NP 35  
**Melee:** Brawling 20  
**Missile:** —  
**Hits:** 65  
**AT(DB):** None(10)  
**Primary Skills:** Culture 81, Exploit 76, Administration 61, Streetwise 79  
**Secondary Skills:** Perception 55, Media 45  
**Languages:** German D5, English D5, French D5, Italian D3



### STATISTICS

Co: 79/+5; Ag: 67; SD: 99/+20; Me: 86/+05; Re: 88/+5; St: 71; Qu: 48; Pr: 90/+10; In: 89/+5; Em: 95/+15; Ap: 78; CIRS: 1

### APPEARANCE

**Age:** 32  
**Eyes:** Brown  
**Hair:** White  
**Build:** Average  
**Height:** 180 cm  
**Weight:** 65 kg  
**Sex:** Male  
**Race:** Caucasian  
**Origin:** Berlin  
**Demeanor:** Cordial, friendly  
**Dress:** Designer suits with matching jewelry  
**True Attitude:** Vengeful, aggressive

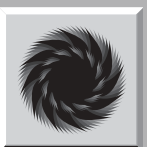
### CYBER SYSTEMS

DNI to brain

### EQUIPMENT

Beretta NP Needle pistol, closet full of designer suits, gold and platinum jewelry, cellular phone, pocket recorder, various personal equipment

**Assets:** \$152,000



**LOOP STATION**

The trains of the Chicago Loop carry passengers to and from the Mall on a regular schedule. The Loop Station, located on level five of the Mall, is the center of constant activity during normal operating hours. Although the station has several offices at the Mall, the bulk of the space on the level is taken up by the waiting platforms which are used by shoppers until the train arrives. All of these platforms have nearby personal lockers which can be electronically rented. The small combination lock can be reset with a new sequence for each customer, allowing for easier use and longer lock life.

**STATIONHOUSE RESTAURANT**

The Stationhouse is a small restaurant in the arcology. Although the food is good, the restaurant's reputation comes from the arcology gang which calls the Stationhouse their home. This gang, the Firemen, are well known patrons of the restaurant, especially when there seems to be trouble brewing. The food served is acceptable, but nothing fancy.

**FIREMEN**

The Firemen are arcology dealer gangmembers. Although they mostly limit their activities to prostitution and distribution, they are very capable of defending themselves and their turf. They will occasionally hire out for protection service if the price is right.

**Typical Fireman**

**Profession:** Sneak  
**Level:** 3rd  
**Hits:** 25  
**AT(DB):** LBA(-5)  
**Fire:** +15 5mm Pistol  
**Melee:** +35 Orchard or Switchblade

**ROUGH BOYS**

The Rough Boys are a mercenary sprawl gang headquartered in Chicago. These individuals will rent themselves out for security work for time as short as an hour. Rough Boys have an excellent reputation in the sprawl as fierce fighters and loyal employees, provided their contract is upheld by the employer.

**Rough Boy Gang Member**

**Profession:** Killer  
**Level:** 6th  
**Hits:** 55  
**AT(DB):** LBA(10)  
**Fire:** +90 10mm Assault Rifle or 12mm Pistol  
**Melee:** +75 Knife

**9.4 SCHEMATICS**

The following locations may be used in the adventure.

**CLEOPATRA'S**

This is one of the better known stores in the Mall, although physically it is very typical of all retail shops. The decorations and the superb level of customer service are what set this shop apart from their competition.

- 1. Display Room.** This is the main area of the shop. It is done completely in gold and purple, as is the custom for all Cleopatra stores. During fashion shows the area is slightly rearranged to allow customers to witness the show.
- 2. Sales Counter.** All goods are marked and sold from this counter. Behind the counter is an espresso machine and pastry tray, which are for customer use only.
- 3. Stock Room.** Although the store does not carry any inventory to speak of, this stock room will occasionally be used to store display items and equipment for fashion shows.
- 4. Office.** This is the manager's office. Inside is a single wooden desk and three stuffed chairs. The safe is mounted in the floor next to the manager's chair. The room is currently decorated with holographs of New York and Paris.
- 5. Dressing Rooms.** Used mostly by models during the show, this area is less frequently used by the customers purchasing goods.

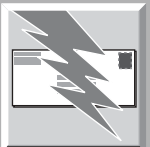
**LOOP STATION PLATFORM**

The main waiting areas for the Loop are little more than open platforms with crowd control rails. Customers purchase tickets at the small booth and enter the platform to wait for their car. There are many such platforms on the Mall's 5th level.

- 1. Ticket Booth.** This is a typical Loop ticket booth. This single vendor inside sells tickets for the Loop 24 hours a day. A fee of four dollars is charged no matter how far the journey is. Above the booth is a listing of arrival times and platform numbers.
- 2. Platform.** This is a large waiting area for Loop commuters. Around the walls of the platform is a crowd control rail. Not really intended to keep people out, it is used to assist commuters entering the cars and keep them separated from the flow of shoppers. Entering a platform is free, riding the Loop costs money.
- 3. Platform.** This is a large waiting area for Loop commuters. This platform is used for exiting commuters. Not really intended to keep people out, it is used to assist commuters enter the cars.



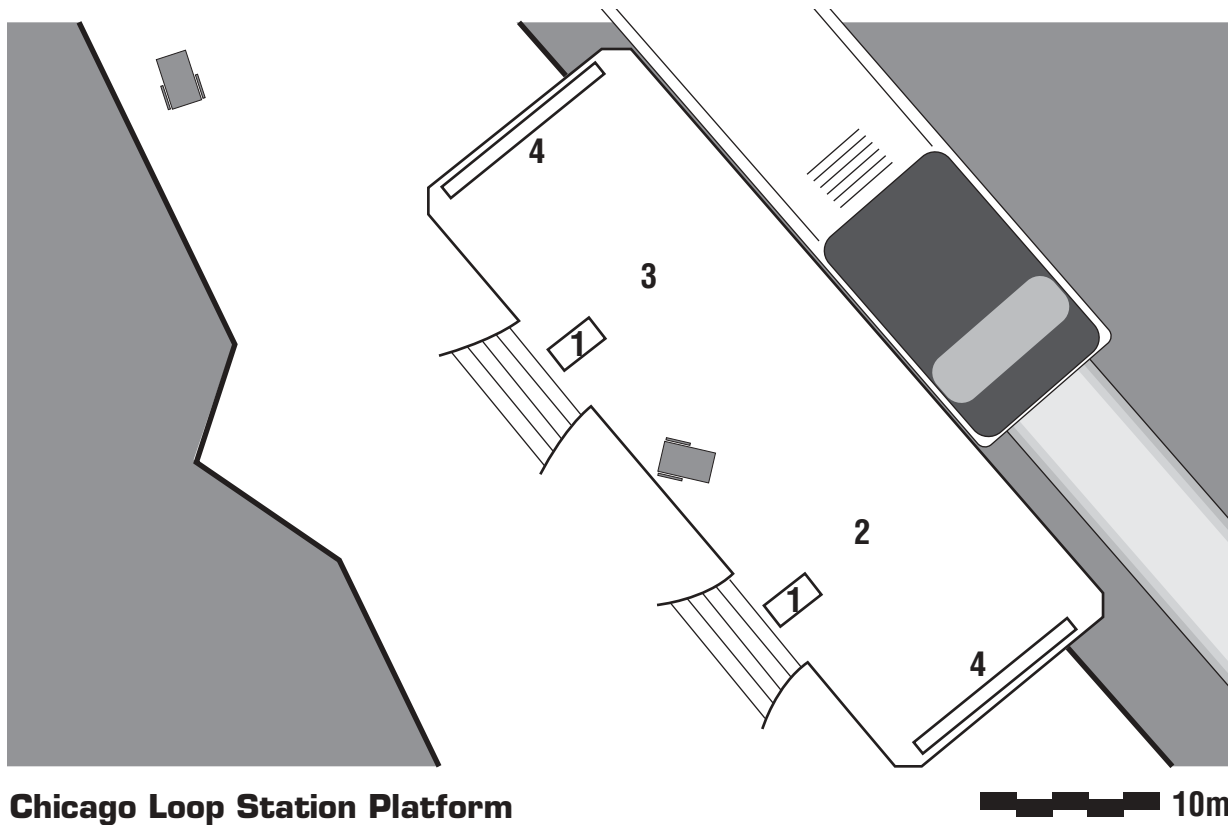
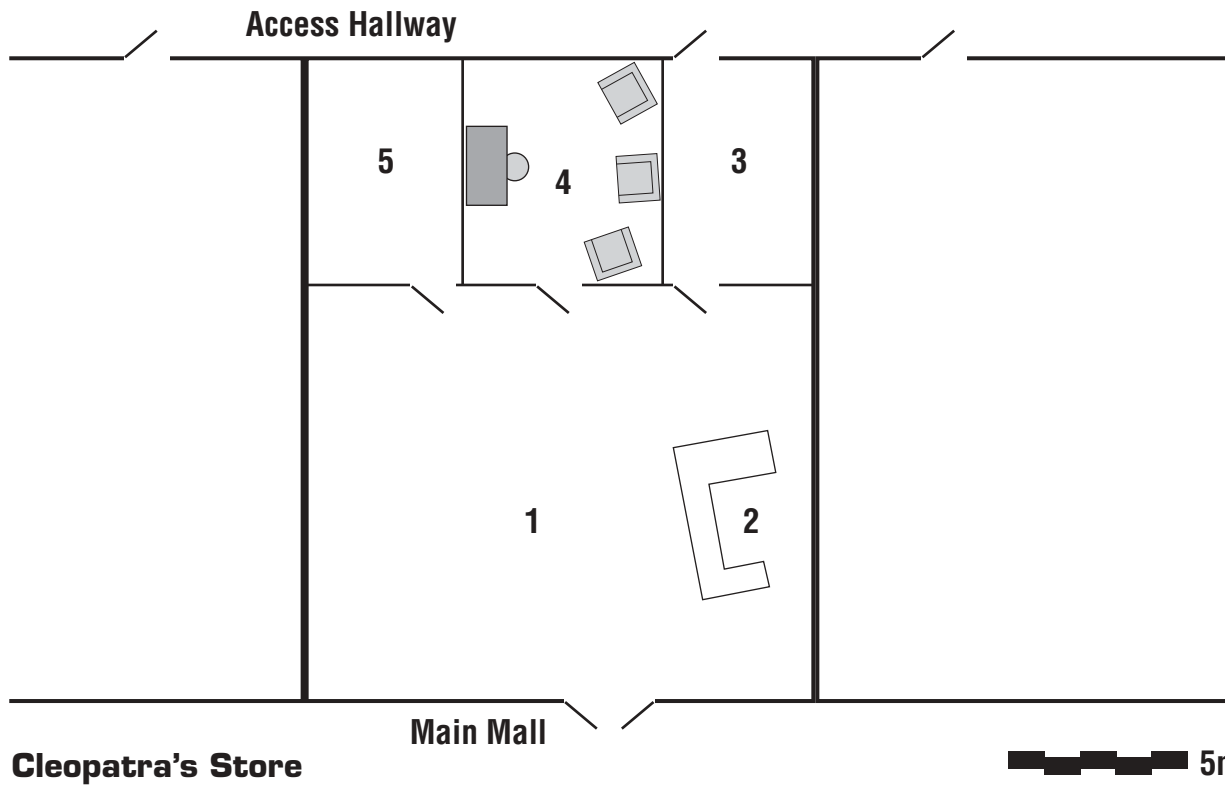
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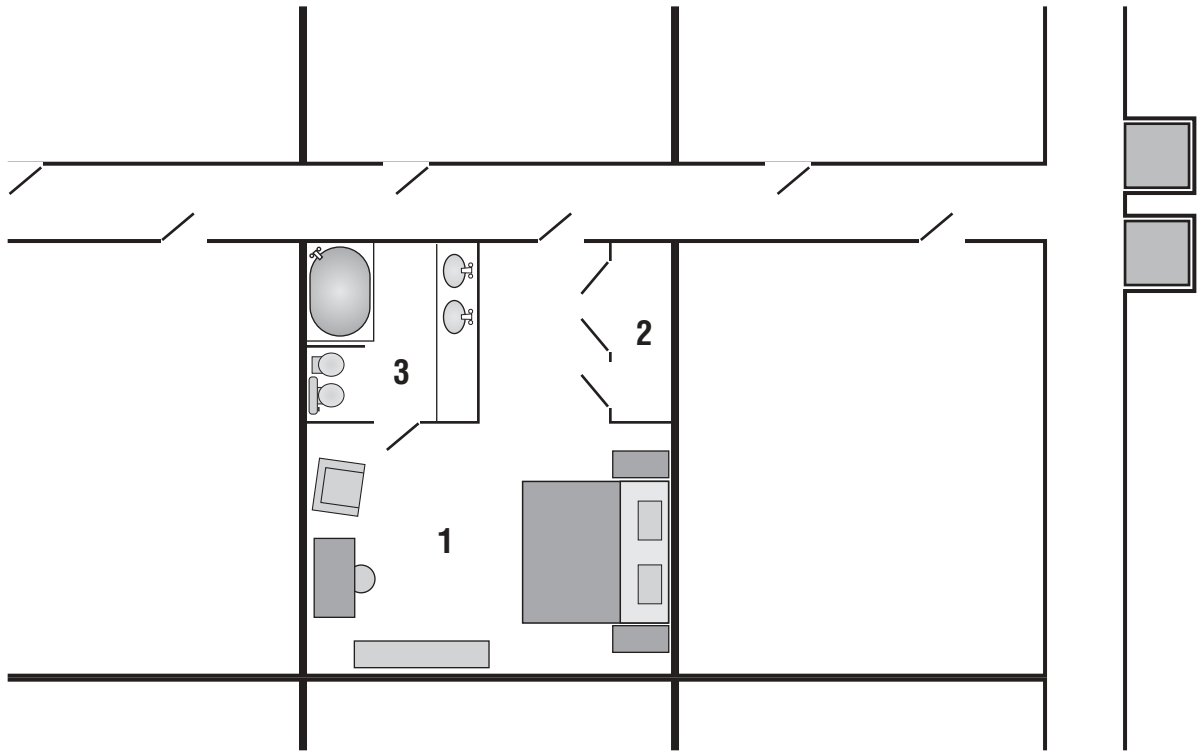
Chicago  
Public  
Library

Long  
Distance  
Switchbox

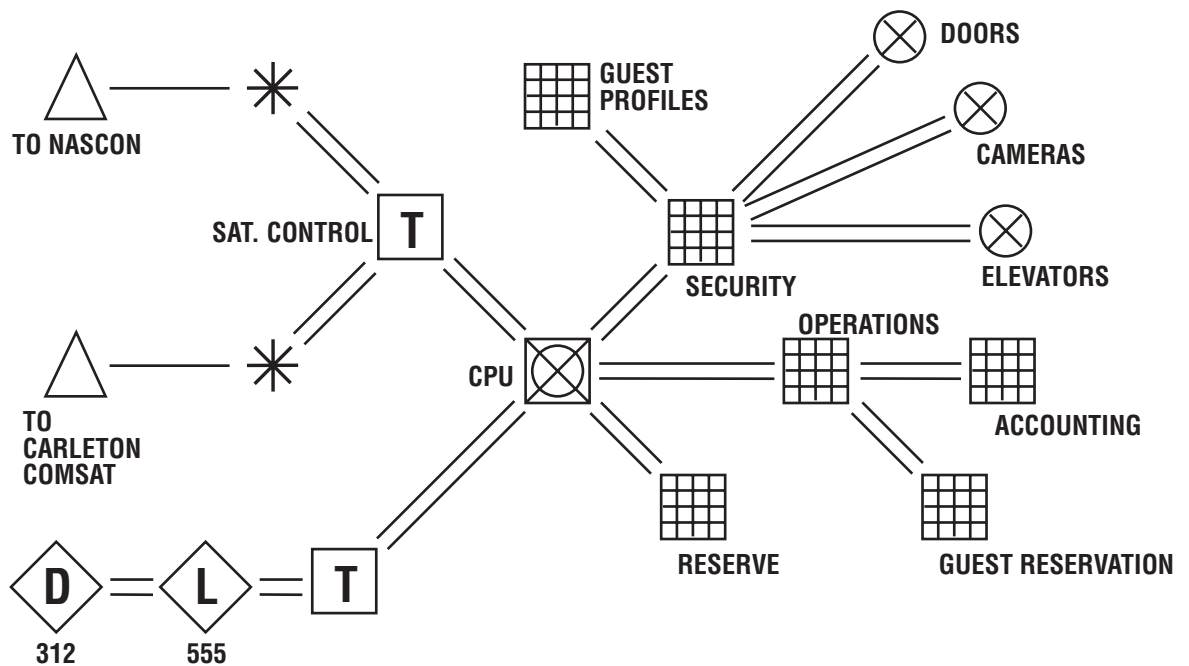
WORLD  
COMP





**Carleton Arms, Deluxe Room**

5m

**Carleton Arms, Cyberspace**

- 4. Lockers.** These public lockers are similar to lockers found in every public transportation center in the world. The rental fee covers the entire use of the locker, no matter how long the locker is used. Opening the door marks the end of the rental period. Magnetic combination locks are used for protection.
- 5. Mort's Dogs.** These small, wheeled carts are found throughout level five of the Mall. The vendors sell soydogs and bottled drinks to waiting customers.

### CARLETON ARMS DELUXE ROOM

Rooms at the Carleton are known for being especially posh, but slightly smaller than average for the cost. Decorations are elegant, but understated. Such a room is used by Liza Jentry in this adventure.

**1. Main room.** This area contains a bed, nightstand, writing desk, dresser and back mirror, holo-vision, cellular phone, radio, and personal computer. All pieces of furniture are made of wood and very heavy.

**2. Closet.** The closet contains a suitcase stand and a rack with several hangers.

**3. Bathroom.** The bathroom is as elegant as the bedroom. Inside is a whirlpool bathtub, toilet, bidet, and lavatory counter with holo-vision and sink.

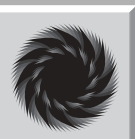
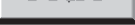
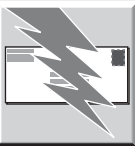
## WORLD COMP FAX

***SPUTNIK WORLD  
ENTERPRISES DECLARES  
BANKRUPTCY AFTER  
CENTURY-LONG  
MARKETING EFFORT  
FAILS***



*i*

***CONGRESS WORRIED  
AFTER PRESIDENT  
STENCILS OWN NAME ON  
BACK OF LEFT HAND***





## 10.0 CRAZY HORSES

In any corporation, the difference between success and failure is the ability to stay ahead of the competition. One of the prime methods of keeping that edge is with aggressive R&D.

The Elgon Servo is one of New Edison's minor advantages. Initially designed for the aerospace industry, the servo responds faster than any developed to date, and with further research the device may prove to be a big breakthrough. Unfortunately for the corporation, the only prototype was stolen by the Pintos Sprawlgang while it was being transported to the O'Hare airport by a private courier. Now that courier must get it back before New Edison becomes very upset.



## 10.1 GENERAL BRIEFING

**Note:** You may read the following to your players, or role play the action.

You are just sitting down to watch the latest episode of the Athena Files when your cellular phone begins to ring. You hesitate before answering, torn between your favorite show and the slim prospect of employment.

The voice on the other end is controlled, but you can sense she is nervous about something. Without introductions, she begins speaking. She claims her name is Athena Canton, and she is in need of your "special" services. You cast a doubtful eye to the holo-vision set. Athena? Although you cannot see your potential patron, you instantly assume she looks like the holo-vision star. Come to think of it, this is how most of those shows start, only somebody is calling Athena. After a brief conversation, you agree to meet her at 1776, a restaurant at the arcology Mall.

An hour later you are sitting across from Athena, not the least bit disappointed in missing your favorite show. The first thing you notice about her, other than her striking beauty, is her right arm, which is in a sling. She appears to be a corporate suit, but she has no obvious corporate markings and there is something different in the way she looks at you. She is danger in every sense of the word. Despite a slightly disheveled appearance, she looks like she could walk into a corporate board room and deliver a killer presentation. You wait for her pitch.

"I am a free lance corporate courier. Five hours ago, my car was northbound on the Tri-State, *en route* to O'Hare. Traffic was jammed, so the driver stopped at the O'Hare Oasis to wait for an accident to clear. As we pulled in, the lightly crowded rest area was attacked by a sprawlgang. Our car was hit almost immediately by automatic fire and crashed into a row of parked cars. As we made a dash for the main building, my associate was killed and I was wounded. The driver managed to help me into the main building where the security forces of the oasis beat back the attack. When we returned outside, however, we discovered my associate's security briefcase had been cut from his wrist.

"The object of my trip to O'Hare, and eventually New York, was to deliver the contents of that briefcase. I need a team which can get the contents back, and do it in as little time as possible. If you are interested, I will tell you more."

Interested isn't the word. Corporate suits have corporate cash and retrieving whatever is inside the case will keep you in style for the next few months. You nod your agreement and begin picking at a meal you scarcely remember ordering as she continues.

"I have discovered the gang which raided the oasis was the Pintos, a small time pack of losers from the sprawl. They are a mobile gang, so time is critical. They could well travel to the other side of the sprawl, or all the way to Milwaukee, in a few hours time. What is worse, the gang is splintered among several groups. Although they all follow the same gang leader, most of the independent groups are on their own. The overall gang leader is named "Crazy Horse," but I doubt he was involved in this localized hit. The gang probably doesn't even realize the importance of the item in the briefcase.

"Inside the case is an industrial servo. Servos are small components which move when an electrical current is applied. The device stolen was a prototype and, unfortunately, the only working model available. Loosing the device would be a setback for the company I work with.

"I need the device back, and in working order. I am willing to pay standard rates for your work and I am willing to assist you in whatever manner I can. If you agree, however, you will need to begin your search immediately."

She stares straight at you as you make your decision. Although the Pintos do not have a very good reputation as a gang, they are rumored to be more than a little insane. Even a small gang of them would be more than a match in a direct firefight. You begin to examine the options

when a plan pops into your head. With a slow smile you extend a hand to Athena. Time to talk money.



**10.2 RUNNING THE MISSION**

The Pintos are one of the wildest gangs in the sprawl. Their ranks swell with recruits for a few days then dwindle as the gang attacks areas with automobiles and automotive parts. The attack on the oasis was just their way of getting a few new cars.

If the team is going to get the case back, they will have to infiltrate the gang. This would normally be difficult to do, but the group they are looking for was reduced to a skeleton force following the raid on the oasis. They will take on all comers with few questions. Once in the gang, the team will have to play it by ear, grab the servo, and escape when they can.

**REQUIREMENTS**

This adventure has the possibility to turn into little more than a shooting match if the team doesn't use its head. A group of 2-4 players with good general, weapon, and subterfuge skills will be necessary. As the team is heading into some of the rougher areas of the sprawl, Sleaze and Net Junkies may find their skills are of little use. All other character types will find their abilities put to good use.

**AIDS**

Athena will offer the team what she can in the way of gear. Since the team is trying to infiltrate a sprawl gang, they will have to look and act the part. Any additional clothing or information relevant to the task will be provided at no cost. Once the team is in the sprawl, however, they will be on their own. Athena's corporation, New Edison, will not be sending in the Troop to assist, no matter what the situation.

**OBSTACLES**

The major obstacle to this mission is surviving in the dog-eat-dog world of sprawl gangs. A single mistake in the sprawl can be deadly. Gang members, especially the Pintos, are known to fly into murderous rages at the drop of a lug nut and it strictly survival of the fittest. Player characters will not be given a second chance when dealing with the gang members. It is strongly recommended that the GM caution the players about their actions and then force the players to stick by their first choice. Play should be fast and furious.

In addition to the gang itself, the team will have to deal with actions of the gang and the repercussions this has caused. As the team catches up with the Pintos, the gang will already be set up in a new base camp, much to the terror of the local residents. The local citizen's watch group, which wants the gang to move on, will treat any team members like they are part of the gang.

**COMPENSATION**

Athena will offer the team a customized Ceres automobile up front and \$20,000 for the safe return of the Elgon Servo. The heavily modified Ceres was recently impounded at the arcology garage. If the team needs additional equipment, Athena will use her corporate sources to help out.

**Ceres**

**Avg. Speed:** 100kph / 300m/rnd

**Passengers:** 4

**Cargo:** 2 cubic meters

**Environment:** Semi

**Mass/Hits:** 2

**CAT:** 23

**DB:** 20

**Armament:** 1 Mk5 Machine Gun

**DNI:** Yes

**THE RUN**

The adventure should go something like this. The team, starting at the O'Hare Oasis, tracks the Pintos to their new base camp, in Bensenville next to O'Hare. Once there, the team members, as a group or individually, become members of the gang. Once accepted, they start to look for the missing servo. Although the gang members will not completely trust the team members (they are new after all) they will be given the opportunity to do some snooping around.

Because the gang is giving the residents of Bensenville the standard Pinto treatment, the residents begin to fight back. Eventually the escalation will develop into a full-fledged war between the citizens patrol and the gang. The team will be caught in the middle. Once the team discovers the servo, they must steal it back from the gang, escape from both the Pintos and the citizen patrols, and return the object to the arcology.

**The Oasis**

This should be the starting point for the team. Once here they can begin to look for clues about the Pintos. They will have to talk with a number of the residents of the area, as well as the staff members. SM/StW:H will tell the team the general way the gang went at the end of the battle — west. From here the team will have to continue the process, taking with whomever they can find until they discover the final whereabouts of the gang: Bensenville. In addition to the gang's final location, the team should be able to pick up some extra information on the gang, like size, weapons, gear, etc. Residents and witnesses will be more helpful if they believe the team is going to attack the gang.

**Acceptance**

Once the team has located the gang, they will have to be accepted. Acceptance is rather easy at this stage, as the recent battle at the oasis left them with a number of fully serviceable autos but fewer than twenty members. Although the gang likes to run lean and mean, they know they have to have some more bodies if they are to be successful. Recruitment and vehicle repair top their list of priorities.

Team members can get into the gang in a number of different ways, depending on the method most suited to their skills. Any team member can attempt which ever way he feels is easiest.

- 1) Most killers should be able to pass the test of marksmanship with either a handgun or a vehicle mounted weapon. Applicants must either hit a target at medium range three of five times with a pistol or four of five time with a rifle or vehicle weapon.
- 2) Jockeys or Sneaks can attempt to pass the driving test, SM/Drv:H. If unsuccessful, the car or bike they are driving will take damage as appropriate.
- 3) Tech Rats can assist with repairs on one of the gang's vehicles. As the gang is always looking for mechanics, this is probably the easiest test to complete, SM/ElecT:M or SM/MecT:M. If the team member passes this test, he will receive the highest initial status in the gang.
- 4) A team member which owns a car is automatically accepted into the gang without the need for a test. The members of the gang will peek around the vehicle, but vehicle ownership is one of the few areas where the gang exhibits a sense of honor. Never make fun of a Pinto vehicle and never try to steal a Pinto's auto.

If a team member misses his first test, he can try to pass in another area, but he will be ridiculed by the other members of the gang. If unsuccessful in the second test, the character is out of luck. The gang doesn't need members that badly.

member's performance. New members which fail this test will often be assigned to the first attack wave or given hazardous assignments.

### Looking around

Once the team members have made it into the gang, they can begin the search. They must be careful, however, or they will attract unwanted attention from other Pintos who may be jealous of the character. The best way for the characters to get on the Pintos' good side is to behave just like a normal gang member. This may be hard to do, especially since the gang is currently involved in pillaging a local neighborhood. By following, or appearing to follow, a few simple orders, the team can receive some much needed operating room. Following the orders however, will put the team on the bad side of the citizen's watch. Some common orders might include:

"Billy's car needs a new ignition, get one."

"There's a party tonight, you bring the food."

"We're running low on 12mm ammo. Get a couple of cases."

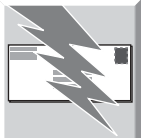
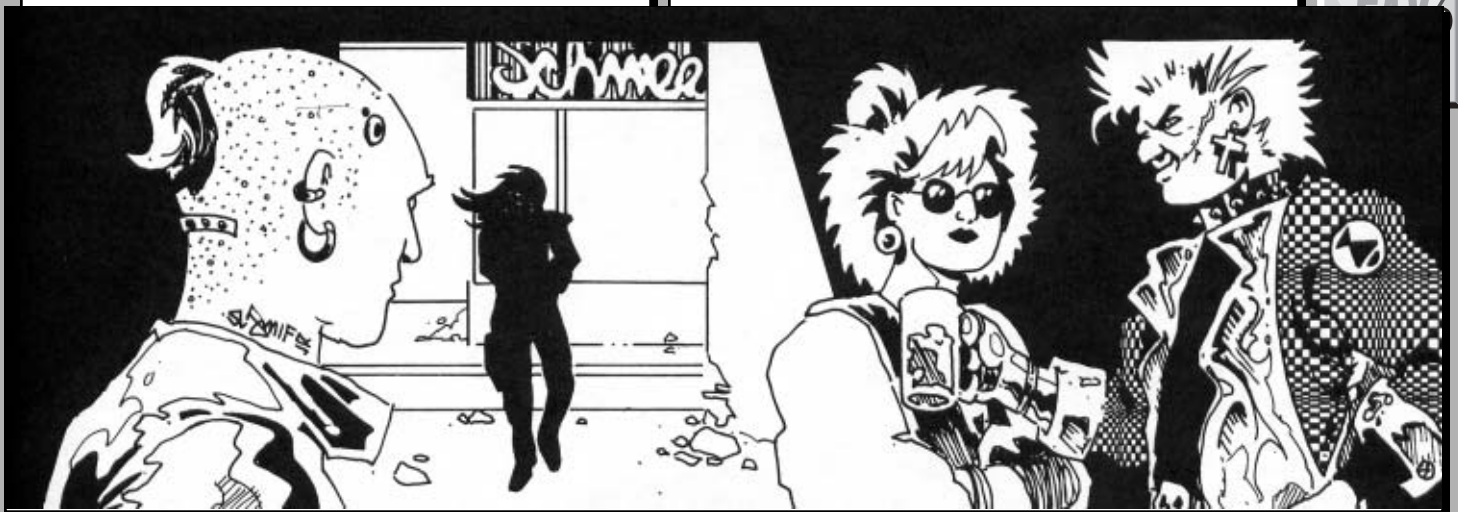
"The locals are getting on my nerves, show them who's boss."

"I got an itch, bring me a 'local' to scratch it."

Eventually, the team will be able to discover the location of the servo. After checking with members of the gang who took part in the raid on the oasis, the team will discover the servo was taken by the gang leader, Falcon Eddie. He, in turn, gave it to his personal me-



8:16AM

THUR  
9  
MARCHChicago  
Public  
LibraryLong  
Distance  
Switchbox

Once initially excepted, the team members will have to pass the final test of the gang — toughness. The mechanics and drivers of the gang are expected to defer to the killers. The killers definitely lead the gang, but in return for their respect, the killers are expected to protect the other members. If any team member was accepted into the gang based on the marksmanship test, he will be verbally, then physically, assaulted by one of the gang members. This test will be conducted under the watchful eye of the gang leader, who measures each new

chanic for installation in his car, the Bug Zapper. The servo is currently part of a hand-built turbo system in the modified Astra. The servo is critical to the entire system, as it is part of the activation system. Poking around the gang leader's car is asking for trouble, although the team may be able to steal the servo and get out of camp without the gang's knowledge. If the team can manage it, however, they may be able to drive the car away, but the gang would definitely give chase.





**New Guys**

While the team is looking for the servo, the members of the local neighborhood watch will attempt to run the gang out. Although the members of the watch outnumber the gang, they are mostly shopkeepers and small business owners with little combat experience. They may eventually be able to succeed in their goal, but they will probably pay a heavy price for the victory.

At first, the watch will resist individual gang members' attempts to steal or destroy their property. They will gradually become more bold and begin to attack small groups of the gang. If these smaller encounters bring any measure of success, the watch will attempt to carry the fight directly into the Pinto camp. Like any group of amateurs, the watch will overreact to most situations. If they have a couple of initial successes, they will believe they can take on the world. If, on the other hand, they are initially beaten by the gang, they will sit back and try to ride the storm out.

At some point in the adventure, the team is sure to be accosted by the members of the watch. They are out to teach the gang a lesson and the team happens to be the subject. They may try to kill the team, but most of the members of the watch are not hardened criminals. Killing still comes hard to most of them and they may try, therefore, beat the team to unconsciousness, but allow them to live. If the team beats the watch, it will raise their status in the gang and help keep the watch at bay.

**DENOUEMENT**

If the team can retrieve the part, they can return to the arcology. Athena will pay them the agreed upon price, plus a 10% bonus if the team returns within three days.

No matter what the result, the characters will become permanent enemies of the Pintos. Despite the gang's disorganization and changing profile, the team will have earned their anger for a long time to come.

## 10.3 CHARACTER/ORGAN. DOSSIERS

Following are biographies and statistical summaries of non player character and important organizations.

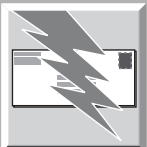
## ATHENA CANTON

Athena Canton was born rich and it shows in almost everything she does. Her parents were both highly-placed executives at Mikura Biolabs before their retirement and Athena grew up wanting for nothing. When she graduated from college, her parents assumed she would work for one of the Megacorporations, probably Mikura. Athena surprised everyone, however, by accepting a job with a small security firm in Atlanta. After four years with the firm, she approached her father with a business deal he was quick to accept.

Athena has made her living for the last three years as a private corporate courier. She normally enters into a

long-term contract with a corporation and spends the life of the contract transporting goods from one location to another. Although the initial investment into the career was high (\$100,000 in a security account), she has made much more than that since the start of her corporation. Employers trust her with their valuable cargo not only because of the cash deposit, but because of her reputation for excellent service and prompt delivery.

The servo is the first item she has ever lost. When her new employee was killed in the opening hail of bullets, she became separated from the case. New Edison knows all about the loss, but, in a rare display of generosity, they are willing to give Athena four days to retrieve the servo before they seize her deposit. She would normally try to find the package herself but her arm wound is slowing her down.



## ATHENA CANTON

## GENERAL DATA

**Profession:** Jockey  
**Level:** 8th  
**Social Class:** Middle Corporate  
**Fire:** Styr NY-5 Needle Pistol 70  
**Melee:** Knife 40  
**Missile:** Throwing Knife 60  
**Hits:** 75  
**AT(DB):** None(30)  
**Primary Skills:** Pilot 58, Drive 80, Environs 55, Equipment 57  
**Secondary Skills:** Mechanical Bypass 40, Streetwise 50, Culture 45, Perception 75  
**Languages:** English D5, Gutterspeak D5, Coastspeak D5



## STATISTICS

Co: 97/+15; Ag: 98/+20; SD: 75/+5; Me: 74; Re: 82/+5; St: 55; Qu: 68; Pr: 90/+10; In: 48; Em: 73; Ap: 100; CIRS: 2

## APPEARANCE

**Age:** 28  
**Eyes:** Aizu-Shoto Emerald Green  
**Hair:** Strawberry Blonde  
**Build:** Buxom  
**Height:** 176 cm  
**Weight:** 56 kg  
**Sex:** Female  
**Race:** Caucasian (Norwegian)  
**Origin:** Oslo  
**Demeanor:** Candid, business-like  
**Dress:** Conservative corporate suits or rugged jumpsuits  
**True Attitude:** Cautious, but excited

## CYBER SYSTEMS

Megavision Mk10, Lowlight Mk15, Internal Speaker, DNI to Brain, Bioradar Mk8, Contraceptive

## EQUIPMENT

Styr NY-5 Needle Pistol, throwing knife, security briefcase with wrist cuff, cellular phone, corporate suits

**Assets:** \$142,000 (mostly in the Partnership with her father)



**FALCON EDDIE**

Falcon has been the leader of this particular small group of Pintos for almost three months. The group has done well, especially during the three raids he planned and led. The raid on the O'Hare Oasis was audacious even by Pinto standards. The haul was impressive and the remaining members of the gang are very much impressed with their leader. Although they will only remain loyal as long as the pickings are good, and right now their spirits are high.

Falcon's one deficiency is the area of people. He has no idea of how to judge people's intent so he is frequently surprised by the actions of others. The other

members of the gang have not realized it yet, but their successful raids have been more because of luck than planning. All three raids would have failed if any of the defenders would have been led by an even partially trained tactician.

Falcon is paranoid, like most gang members, and obsessive about his gear, especially his car. While this attitude has kept the gang in parts and equipment, it means the team will have a much tougher time retrieving the servo. Because of his mental conditions, he often sleeps in the front seat of his car, even if better conditions are available nearby. Falcon rarely uses the command tent.

**FALCON EDDIE****GENERAL DATA**

**Profession:** Jockey

**Level:** 5th

**Social Class:** Urban Homeless

**Fire:** Mini Uzi IV 45

**Melee:** Claws 40

**Missile:** —

**Hits:** 48

**AT(DB):** ABS(-5)

**Primary Skills:** Drive 60, Environs 40, Equipment 45, Mounted Weapons 35

**Secondary Skills:** Mechanical Technics 35, Electronics Technics 35, Perception 40, Frenzy 40, Quick-Draw 60, Drug Tolerance 30

**Languages:** Gutterspeak D5, English D3, Spanish D3

**APPEARANCE**

**Age:** 26

**Eyes:** Brown

**Hair:** Brown Mohawk

**Build:** Wirey

**Height:** 185 cm

**Weight:** 68 kg

**Sex:** Male

**Race:** Amerindian

**Origin:** Western Sprawl

**Demeanor:** Quiet, forceful

**Dress:** Biker leathers with silver jewelry

**True Attitude:** Obsessive, paranoid

**STATISTICS**

Co: 81/+5; Ag: 94/+10; SD: 44; Me: 48; Re: 90/+10; St: 75/+5; Qu: 95/+15; Pr: 88/+5; In: 36; Em: 77/+5; Ap: 77; CIRS: 3

**CYBER SYSTEMS**

Retractable Claws, Painblocker: Kinetic and Photonic, DNI to brain

**EQUIPMENT**

Modified Astra automobile, Mini Uzi IV with 4 clips of DU ammunition, assorted illicit drugs, personal communications gear, 3 Mk5 Shrapnel grenades, Infrared lenses

**Assets:** \$42,000 (value of modified Astra)



## THE PINTOS

The Pintos are a bong sprawl gang. They have no permanent home or turf, instead they travel throughout the Chicago sprawl in small groups raiding and looting small communities before moving on to another neighborhood. These smaller groups have their own leadership and are mostly autonomous, although all submit to the general leadership of Crazy Horse. Following the attack on the oasis and the initial recruitment, there are seventeen members of this particular Pinto group, with seven cars and five bikes.

### Pintos Gang Member

**Profession:** Jockey  
**Level:** 3rd  
**Hits:** 25  
**AT(DB):** LBA(5)  
**Fire:** +30 Autoshotgun  
**Melee:** +40 Tire Iron, Bat, or Club

## NEIGHBORHOOD WATCH

This citizen's watch is fairly typical of the neighborhood patrols which attempt to keep the streets of their community clear of crime. Like any group of semi-professional fighters, the members, who are mostly business owners and factory workers, are subject to extreme acts of courage and cowardice. Their leadership changes from year to year, but the overall effectiveness of the gang remains at the same low level.

### Neighborhood Watch Member

**Profession:** Sneak  
**Level:** 2nd  
**Hits:** 20  
**AT(DB):** None(10)  
**Fire:** +15 10mm Pistol or Rifle  
**Melee:** +15 Club or Brawl

## 10.4 SCHEMATICS

The following locations can be used for any encounters with the Pintos.

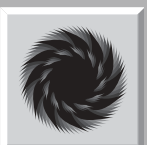
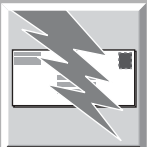
### CHICAGO SPRAWL

Refer to the general map in the section on the Chicago Sprawl to get a general idea of where the action is taking place. Most of the adventure will happen in the western section of the sprawl, just south of O'Hare Aerospace Port in the City of Bensenville.

### PINTO'S CAMPSITE

This campsite is the standard deployment for the mobile raiders. Most of the action takes place in and around the campsite. When not on routine duty, the members will almost always stay here for protection. If the gang feels especially safe, some members may attempt to sleep in better quarters, but this is rare. The gang is not very tough individually and their best hope of survival is in staying together.

- 1. Meeting area.** At the center of the camp is a meeting area. In the cooler months of year, or when the camp is outdoors, the area will have a fire. During the summer, or when the camp is indoors, the area will be illuminated by a lantern.
- 2. Defensive perimeter.** The gang is always concerned about security, even in the most easily defended positions. This area marks the limit of the camp and the extent of the gang's turf.
- 3. Repair area.** One of the first areas to get set up when the gang arrives at a new location. All field maintenance on the gang's equipment is performed here. Although the gang has a good selection of tools, cars which require extensive work are abandoned rather than fixed.
- 4. Training area.** Usually just an informal area to the side of the camp, this area is used to train new members in gang methods and combat tactics. This is also the area where disputes among members are settled, usually to the delight and profit of the other members.
- 5. Chief's hut.** This large tent is used by the group's leader to conduct semi-private business. Some leaders also sleep in the tent, but Falcon Eddie is too paranoid to do that.







## 11.0 PIECE OF CAKE

Employees lucky or good enough to get hired by a Megacorporation often find their lives have changed forever. Many of these changes are for the better, but some can result in severe hardships.

New Edison has a small problem. One of its most trusted employees is retiring after forty years of loyal service. The man is a legend at the corporation and the arcology. His farewell dinner would be one of the highlights of the social season, except for the small problem. Somebody has promised to kill the guest of honor at his own banquet.





**11.1 GENERAL BRIEFING**

**Note:** *You may read the following section to your players, or role play the action.*

You are in the middle of your third drink when an usherette at the Arena hands you a sealed envelope. You look up at her quizzically, but she just smiles and walks away. Around you the crowd jumps to its feet as Haakon Rolevag slices past two Crusader defenders. You join the standing crowd as Haakon drives a knee into the goalie and the ball into the net. A cheer erupts from the hometown crowd as medics rush to the fallen goalie. The Titans seem to have this game well in hand.

You sit back down and rediscover the note in your hand. Opening the envelop, you discover a carefully penned message, "Come to room 23 at the Muelbach after the game if you want to earn \$5,000." Sounds like fun, you muse to yourself.

An hour later you knock on the hotel door. It opens quickly and you enter the room to discover several other people already inside. Your hostess, a tall brunette, offers you a drink and a chair before she begins talking.

"I am glad you all responded so promptly to my message. I have an employment opportunity I believe you will all be interested in accepting.

"Tomorrow night, New Edison will sponsor a retirement dinner for Henderson Queese. He has worked in the Customer Service Department for forty years and tomorrow is his last day. I also work for New Edison, my name is Elaine Dennison. I am in charge of tomorrow's dinner here at the Muelbach and I want everything to go smoothly.

day on earth. I have increased Guard security for the event, but the presence of even more Guard members could definitely spoil the evening. Therefore, I have decided to include additional security — you." Ms. Dennison reaches into a briefcase for some contracts.

"In return for one night's work, you will receive \$5,000. I do not expect problems, but I want to be prepared. So, do we have a deal?"

**11.2 RUNNING THE MISSION**

The team will provide most of the protection for Mr. Queese. From the beginning, an experienced group of role players should smell a rat. After the assassination, which they have no chance to stop, the team will be blamed. From here, it will be life on the run until they can discover the whereabouts of the real killer.

This is a definite inside job. The team will have to discover who wanted Mr. Queese dead, and more importantly, why. Once they have the pieces of the puzzle, they will have to get the proof. The cards are definitely against the team on this one.

**REQUIREMENTS**

This mission will require a group with good investigative skills. A team of 3-6 players of fourth level or higher will have the best chance. The team should include at least one Net Junkie and one Sleaze, in addition to several members with good weapon skills. Some medical skill and equipment might not be a bad idea either.



"Normally there would not be a problem, but last week, and again today, Mr Queese received a death threat. It seems he has offended some customer who would like to make his last day at New Edison his last



### AIDS

Elaine will not offer the team any form of additional equipment or money. She views this assignment as simple guard duty. She will be more helpful later in the adventure, but she is all business with the team initially. Elaine will point out the only weapons allowed at the hotel are handguns. She will request the team leave the heavy artillery at home.

### OBSTACLES

The entire adventure will be a string of obstacles for the players. This is what it is like to be a corporate spy in the year 2090. The team will be hunted by New Edison from the opening shots until the final conclusion. Because the team will be going against the corporate giant, they will have to use their brains and skills.

In addition to the corporation, the team will have to match wits with the assassin. Not only does that individual have access to corporate resources and the black market, but he is a clever and dangerous individual in his own right.

### COMPENSATION

The team will receive \$5,000 upon the successful completion of the original mission, although it may be some time before they can reenter arcology life to claim their fee.

### THE RUN

The adventure should play something like this.

The team is present at the dinner when a burst of gunshots slay Mr. Queese. Chaos immediately follows as the remainder of the guests attempt to flee the room. As the team makes their move, one of the guests at the head table will accuse team members of the assassination. New Edison guards begin to close in, but eventually the team escapes.

The team will be forced into hiding along with Elaine Dennison, who has also been implicated in the killing. To clear their names, the team will have to find the real killer. The most logical place to start is with their accuser, Igwe Boeholom. Igwe was Mr. Queese's supervisor, but has been recently promoted to a new job. Igwe and Queese were bitter enemies during their professional careers. After some digging through the belongings of Mr. Queese and collecting information on Mr. Boeholom, the team discovers Igwe is involved in the black market. Further investigation reveals Boeholom has a mistress who works at the Mall. Tracking her down eventually leads to the gun which killed Queese. Although the assassination may be easy for the team to expose, they will have to tie Mr. Boeholom to the killing to be truly successful. Once the information is collected, the team can turn the matter over to New Edison and let them sort out the details or they can attempt to wrap up the case by themselves.

### Party Time

At the retirement dinner, all begins as planned except there are only a handful of uniformed guards. The team will be seated by Elaine Dennison near the head table, where Mr. Queese and other members of his department are enjoying the evening's entertainment. After desert, Mr. Queese is killed by a machine gun blast fired from the ceiling. Chaos ensues as guests attempt to flee the room. Igwe Boeholom, one of the guests at the head table, stands, points to team members sitting with Elaine and announces they are the murders. The few members of the New Edison Guard actually at the dinner react with typical force, and the room becomes a battlefield. Outgunned and soon-to-be out-manned, the team, along with their employer (who is also accused of the murder), can beat a hasty retreat into the kitchen. From there, they can flee to the bottom level of the hotel, where they can lose their pursuers in the arcology.

### Dodge the Bullet

During the entire mission, the team will be hounded by a New Edison Guard Investigation Team. These four individuals are responsible for finding the persons responsible for killing Mr. Queese. Every time the team, or one of its members, makes a move which would call attention to the player or reveal his identity, the investigators will be called. Unknown to the team, they are tracking Elaine Dennison as the primary suspect, but this will likely lead them to the rest of the team.

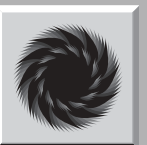
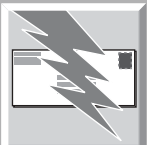
At least once in the adventure these members of the Guard should be able to catch up with the team. They could arrive as reinforcements to an existing confrontation, or they could be the only New Edison forces present. Remember these individuals have the resources of one of the largest corporations at their disposal. They had better be able to find a couple of amateur killers or they wouldn't be in their current positions.

The investigators are interested in the truth about the killing. Although they may be forced to shoot first, they would prefer to talk with the players rather than fight. Talking will always occur, however, behind protective glass and the team may find it difficult to prove their innocence behind bars. Once the team has all of the pieces to the murder, the investigators would be the right people to turn the information over to.

New Edison has countless investigation teams at the ready. If the players are forced to kill or injure the original investigation team (a bad idea to say the least), New Edison will call in another to pick up the investigation.

### Digging Up Bones

While New Edison sends out an investigation team to search for Mr. Queese's killers, the players will have to try to discover why they were set up. Elaine can fill them in on Igwe Boeholom and his connection to Queese. As the banquet coordinator, she learned a great deal about Queese's past, which may be used to help the team discover why he was killed.





The team will probably want to start their investigation with Queese's residence. A bachelor, Queese lived alone in one of the larger one-man apartments in the Arcology Proper. Getting into this section of the arcology may prove difficult. Normal procedures will not work, as the identities of the team are known by all of the members of the Guard (they did sign the contract, didn't they?). The team can try one of several options to get in.

- 1) Bribe or fight their way past the Guard at one of the Arcology Proper entrances. Probably not a smart idea, but it will give them a last chance if other means fail.
- 2) Try to slip past the guard as guests of an arcology resident. The team would, of course, need to know a resident and be able to present proof of their alias identities.
- 3) Falsify a New Edison ID. Elaine's would be the easiest to alter, SM/Fls:V, but the team could construct one themselves, SM/Fls:S.
- 4) Purchase a black market ID. Price will vary greatly depending on the wealth of the team. The card will only be good for a limited time before the access codes are no longer good, but it could provide one, or two, entrances before expiring. Finding someone to supply the card may be a problem.

Once the team gets into the Arcology Proper, Elaine can direct them to Mr. Queese's apartment. After bypassing the lock, SM/EBY:E, the team will discover the remains of what was once a beautiful apartment. Someone has obviously ransacked the place looking for something.

The item needed, which was missed by Boeholom's goons, is a data card, SM/Per:H. The information is hidden on a seemingly gold-plated data card which is part of a fictitious award presented to Queese several months ago. On the card is a diary of suspected illegal activities which involve Boeholom. According to the diary, Boeholom has been involved in the Black Market at the arcology since his transfer two years ago. Using his security clearance, he has made substantial profits by smuggling drugs and weapons into the arcology. The information also accuses Boeholom of keeping a mistress with corporate money. Her name is Amber and she

works at the Heartbreakers. Also on the data card is Queese's system password. With the password, a Net Junkie could access much of the Direct Customer Service subsystem, including personnel files, without having to bypass security. The password will be purged from the system 36 hours after the assassination, so the Net Junkie may have little time.



### You Call This Customer Service?

Once the team has the information, they can go one of two places to get the facts of Boeholom's activities. The easiest method would be to access the Net and look for irregularities in Boeholom's personnel file. Once successful, the Net Junkie will discover Boeholom has been issuing refunds to dummy customers. The Net Junkie will not know this, but these "customers," which are all members of Boeholom's small gang, funnel the money into legitimate accounts owned by Boeholom. What the Net Junkie can discover, is the refunds bypass all normal channels, and expenditures are issued on Boeholom's personal approval. It is not clear, but it appears Boeholom has an accomplice in the auditing section of the Financial Department. Armed with this information, the team will be able to report Boeholom's actions to New Edison, but they have only half of the picture.

The other half is with Boeholom and his Black Market connections. His criminal partners, having silenced Queese, want to finish the job. As the team leaves Queese's apartment, which has been under surveillance by the Black Marketeers, they will be ambushed. The fight will be no-holds-barred until one side is left standing. After the first two rounds, the New Edison Guard will be summoned by residents. If the battle is not resolved in six rounds, the team and black marketeers will have to fight the Guard in addition to each other.

### The Other Woman

Amber is a prostitute at Heartbreakers. She likes her work and she is little interested in Boeholom, except when he stops by with the monthly payment. She is all business and she is little impressed with threats, no matter what the team says or does. The quickest way to her heart is through her wallet. For a \$500 dollar tip, Amber will bring out an Uzi IV wrapped in cloth. She will tell the team the package was given to her by Boeholom on the night of the murder. She kept it "safe" while Boeholom has been trying to stop the team.

If the team gets out of line, Amber will hit the alert button in the room which calls the security team. She is used to her life and she is happy with her status. Strictly a mercenary, Amber is only interested in what is best for her. Money or gifts will make her much more talkative. If the team wants to know anything about Boeholom, Amber will know. She has been his confessor for the last six months and knows him like no other person in Chicago.

### Catch the Bad Guy

Once the team has all of the pieces, they can either turn over the information or attempt to catch Queese themselves. Turning over the data disk discovered at Queese's apartment and informing the Guard of the activities in the Direct Customer Service Section will effectively end the adventure for the players, although the team would then have to answer to charges of invading the Net. Boeholom may, or may not, be caught depending on the campaign.

If the team decides to go after Boeholom, they can discover his location two ways. Simply calling his office and talking with his secretary, SM/Cul:M, will reveal he is heading to St. Louis for an inspection trip. Accessing the Net with Queese's password will reveal similar information. It will become obvious to players Boeholom has no plans for sticking around to face the music in the light of his accomplices heavy-handed actions.

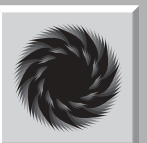
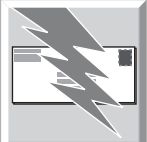
If the team is on the ball, they can catch Boeholom as he is leaving his apartment. Spotted by the team, Boeholom pulls his latest acquisition from a lined case and begins his defense. He fights to get away from the team, not to win. If he can make it to a stairway or elevator, he will not stop running until he is long gone.

### Denouement

The final outcome depends on what the team was able to accomplish. If they managed to acquire the information on Boeholom, they will be cleared of the assassination charges when the gun they retrieved from Amber is examined. Once they have cleared their names, they will be paid their original fee, and a 10% bonus. If the team survives the fight with the Black Marketeers and retrieves the gun, but does not manage to link Boeholom with the killings, they will receive their money, but nothing extra.

In either case, the team will have to deal with the aftermath of their assaults and battles. If they have not killed any members of the New Edison Corporation, they will be slapped on the wrist, sternly warned and set on their way. If, on the other hand, they have killed or wounded a member of the Guard, they will have to face the crime. Shooting a corporate cop is never a good idea. Warning players may save them some grief later, but then again, they should be smart enough to know that simple fact.

If Elaine has survived, she can be used as a contact with the corporation in other adventures. She will be happy to help the team in the future since they have saved both her career and her life.





**11.3 CHARACTER/ORGAN. DOSSIERS**

Following are biographies and statistical summaries of Non Player Characters and important organizations.

**ELAINE DENNISON**

Elaine is the type of person who always seems to need rescuing. Although she is a capable worker and very good at her current job, she seems to get in over her head with amazing frequency. While some would put this down to bad luck, or simply "the breaks," Elaine is convinced she is jinxed. As a result she is somewhat superstitious. She will never knowingly break a superstition, no matter how trivial. Doing so seems to result in a host of minor catastrophes.

Her decision to hire the team was the first time she ever admitted to herself she might need to plan for the unplanned. Assuming the adventure goes her way, it will be the first time in her life she has managed to avoid the jinx.

Elaine is a willing worker. Happy and content most of the time, the ordeal with the team will wear her almost to the end, but like many people in a difficult situation, she will find some reserve of strength or willpower to pull through. When it is all over, she will count the members of the team as her friends.

**ELAINE DENNISON****GENERAL DATA**

**Profession:** Sleaze  
**Level:** 4th  
**Social Class:** Lower Corporate  
**Fire:** Mirage 5X 25  
**Melee:** Brawl 10  
**Missile:** —  
**Hits:** 30  
**AT(DB):** None(20)  
**Primary Skills:** Administration 60, Exploit 60, Culture 25, Streetwise 25  
**Secondary Skills:** Perception 40, Media 25, Appraisal 20  
**Languages:** English D5, Gutterspeak D4, French D4

**STATISTICS**

Co: 80+/5; Ag: 91/+10; SD: 64; Me: 72;  
 Re: 88/+5; St: 61; Qu: 74; Pr: 99/+20;  
 In: 95/+15; Em: 87/+5; Ap: 95; CIRS: 0

**APPEARANCE**

**Age:** 27  
**Eyes:** Hazel  
**Hair:** Brown  
**Build:** Average  
**Height:** 168 cm  
**Weight:** 48 kg  
**Sex:** Female  
**Race:** Caucasian  
**Origin:** Chicago Sprawl  
**Demeanor:** Happy, hard working  
**Dress:** Business suits and dresses, usually in red  
**True Attitude:** Happy, hard working

**CYBER SYSTEMS**

DNI to Brain

**EQUIPMENT**

Mirage 5X pistol, closet of mostly red dresses and assorted business suits, miscellaneous personal gear

**Assets:** \$10,000

## IGWE BOEHOLOM

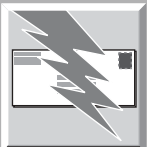
Igwe is the type of person most people meet once and instantly decide they do not like. He is more lucky than good, and more sinister than lucky. Behind the perpetual smile is a truly black heart.

Boeholom saw the transfer to the arcology as both a blessing and a problem. He was involved in a thriving black market in his old job and he did not want to redo the work he had already finished at one location. When he moved into the arcology, however, he met a potential black marketeer almost immediately. The two soon expanded their network and began acquiring more and more goods. Unfortunately for Igwe, most of the goods he liked to sell were too dangerous for most residents to possess. Only the more powerful, or insane, residents of the arcology would purchase his products.

Business was slow, but steady. After two years Boeholom has been able to amass a considerable

fortune. He is not stupid, however, so the money stays invested and out of reach. When he retires from corporate life, he plans to have all of the money he will ever need. In five more years he could well reach that goal.

Igwe instantly hated Queese. The two have battled since the first day and although Boeholom had the authority to win most of the fights, Queese was too well-liked by the departmental executives to fire. Igwe knew Queese was on to him, but he did not know how to get rid of him without attracting attention to himself. He eventually discovered Elaine Dennison and planned to have the murder pinned on her, but while setting that plan in motion, he discovered the additional security forces and decided they would be a better victim. Igwe ordered the removal of most of the members of the Guard at the dinner to simplify the assassination.



## IGWE BOEHOLOM

### GENERAL DATA

**Profession:** Sleaze  
**Level:** 8th  
**Social Class:** Middle Corporate  
**Fire:** GRU 10G 30  
**Melee:** Brawl 25  
**Missile:** Mk 5 Concussion Grenade 20  
**Hits:** 50  
**AT(DB):** None(10)  
**Primary Skills:** Administration 61, Streetwise 67, Exploit 92, Culture 57  
**Secondary Skills:** Equipment 45, Electronics Technics 60, Perception 50  
**Languages:** Gutterspeak D5, English D5



### STATISTICS

Co: 56; Ag: 36; SD: 61; Me: 78/+5; Re: 98/+20; St: 50; Qu: 81/+05; Pr: 89/+5; In: 93/+10; Em: 100/+25; Ap: 39; CIRS: 0

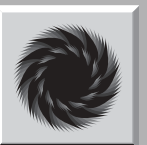
### APPEARANCE

**Age:** 40  
**Eyes:** Black  
**Hair:** Red  
**Build:** Stocky  
**Height:** 173 cm  
**Weight:** 75 kg  
**Sex:** Male  
**Race:** African American  
**Origin:** Eastern Sprawl  
**Demeanor:** Quick tempered, snide  
**Dress:** Italian corporate suits.  
**True Attitude:** Lustful, vindictive

### EQUIPMENT

GRU 10G pistol with 2 additional clips of GP ammunition, 2 Mk 5 concussion grenades, Cellular Phone, Ford Interceptor, miscellaneous personal gear, access to black market products given time.

**Assets:** \$529,000 (mostly tied into the Black Market)



**HENDERSON QUEESE**

Henderson Queese had an excellent reputation at New Edison for the quality of his work and his relentless attention to detail. He handled the majority of the department's worst trouble calls, often turning potential adversaries into loyal corporate clients. Henderson was well known for keeping customers and expanding the market by keeping the customers happy.

Queese and Boeholom never got along. Although Boeholom initially thought this was because Queese wanted the job Boeholom received, it was a simple matter of Queese not trusting his boss. In fact, Queese was offered the job, but turned it down, hence Boeholom was promoted and transferred to the arcology.

It was Queese's attention to detail which first tipped him to Boeholom's activities. Once he had the information, however, he did not know what to do with it. He knew Boeholom was dangerous, so he held the information and tried to decide how to proceed. Unfortunately, he was killed before he could make his decision.

**NEW EDISON GUARD  
INVESTIGATION TEAM**

These faceless, interchangeable cops are used to tracking down dangerous criminals in the corporate zones and sprawl. The foursome carries New Edison's license to do whatever is necessary to bring the guilty to justice. Although they occasionally have to restrain themselves, especially when working in area where they have no jurisdiction, these cops are used to getting what they want.

Rumor on the street says a New Edison INV squad on your tail is as good as an arrest. While the investigators are not quite that good, they represent the best and brightest members of the Guard. They are highly trained and although they have access to the best equipment available, they prefer to use their minds to solve problems.

**New Edison Guard  
Investigation Team Member**

**Profession:** Killer  
**Level:** 6th  
**Hits:** 75  
**AT(DB):** ABS (5)  
**Fire:** +80 H&K MP-9  
**Melee:** +60 Brawling  
**Skills:** +70 Subduing, +60 Streetwise

**BLACK MARKETEERS**

These individuals are not connected to the major black market in the arcology. They have been selling select goods to residents for the last two years, but they are getting greedy. Because of the dangerous nature of the goods offered, the major smugglers and merchants on the black market will not handle their products. This means they must spend additional time trying to sell their goods themselves. Though time consuming, the profits are excellent.

The eight Black Marketeers are a collection of sprawl and arcology dwellers who have banded together to sell their products. Each has a specific purpose and they rarely gather together except for special occasions. The elimination of the team is one such occasion.

**Black Marketeers**

**Profession:** Killer  
**Level:** 3rd  
**Hits:** 35  
**AT(DB):** LBA(10)  
**Fire:** +50 10mm Submachine gun  
**Melee:** +55 Knife or Brawl

**AMBER**

Amber is a social mercenary and prostitute. She will do anything for money and she views people who won't with thinly veiled disgust. Polite to her customers, but rude to nearly everyone else, Amber is well known in her profession. Although her considerable beauty may be starting to fade, she is easily the best-looking employee at Heartbreakers.

**Amber**

**Profession:** Sleaze  
**Level:** 5th  
**Hits:** 40  
**AT(DB):** None(35)  
**Fire:** —  
**Melee:** +45 Brawl



## HEARTBREAKERS SECURITY

These thick-skinned, thick-muscled guards are good at bashing heads, but little else. They attempt to keep the peace and protect the girls. Fights are rarely lethal, but the guards will respond with lethal force if necessary.

### Heartbreakers Security Man

**Profession:** Killer

**Level:** 3rd

**Hits:** 55

**AT(DB):** LBA(5)

**Fire:** +40 10mm pistol

**Melee:** +45 Brawl

## 11.4 SCHEMATICS

The following locations are likely to be used in the course of the adventure.

### CHICAGO ARCOLOGY

The entire arcology may be used during the course of the adventure. The Arcology Proper is likely to see repeated use as the team attempts to gain access to the apartments to search for clues.

Refer to the sections on the Arcology Proper and the Mall in this book for additional information.

### BANQUET ROOM, MUELBACH HOTEL

This room is constructed by opening several sliding panels. Currently in its largest configuration, the room can comfortably seat one hundred.

- 1. Main Room.** This room is filled with circular tables; the head table, which is on a small platform; and a small stage, for the evening's entertainment.
- 2. Kitchen.** This is a small kitchen for the banquet room. It is mostly used to reheat food prepared in the hotel's main kitchen.
- 3. Lobby.** This is the main entry way into the banquet room. Guests often mingle here prior to dinner.
- 4. Bar.** A fully-stocked bar is always located in the Lobby of a fine hotel.

### APARTMENT 5-C-11, HENDERSON QUEESE

This small apartment is typical of most single resident apartments in the arcology.

- 1. Living room.** This area also serves as the entryway. Queese's apartment was tastefully furnished before being destroyed.
- 2. Kitchen.** This room includes small preparation area and dinette table. Most meals are frozen until needed, then nuked until warm.

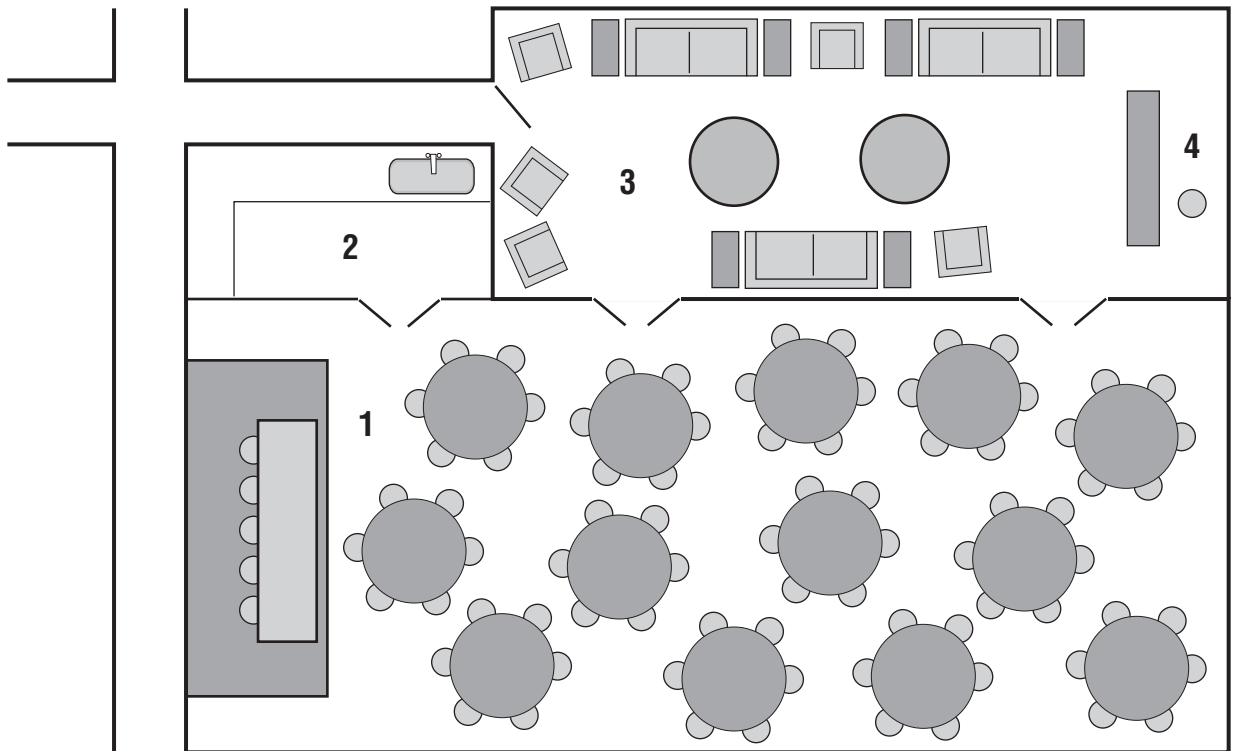
- 3. Bathroom.** Standard full bath with sink, shower, and toilet.
- 4. Bedroom.** This area was also the study. It is clear from the use of the items located here, Queese spent most of his time in this room. The room is furnished with a waterbed, dresser, desk, and closet.
- 5. Closet/Storage.** This small area was both the coat closet and primary storage area for the apartment. It was full with the possessions of an old man.

### APARTMENT 6-D-06, IGWE BOEHOLOM

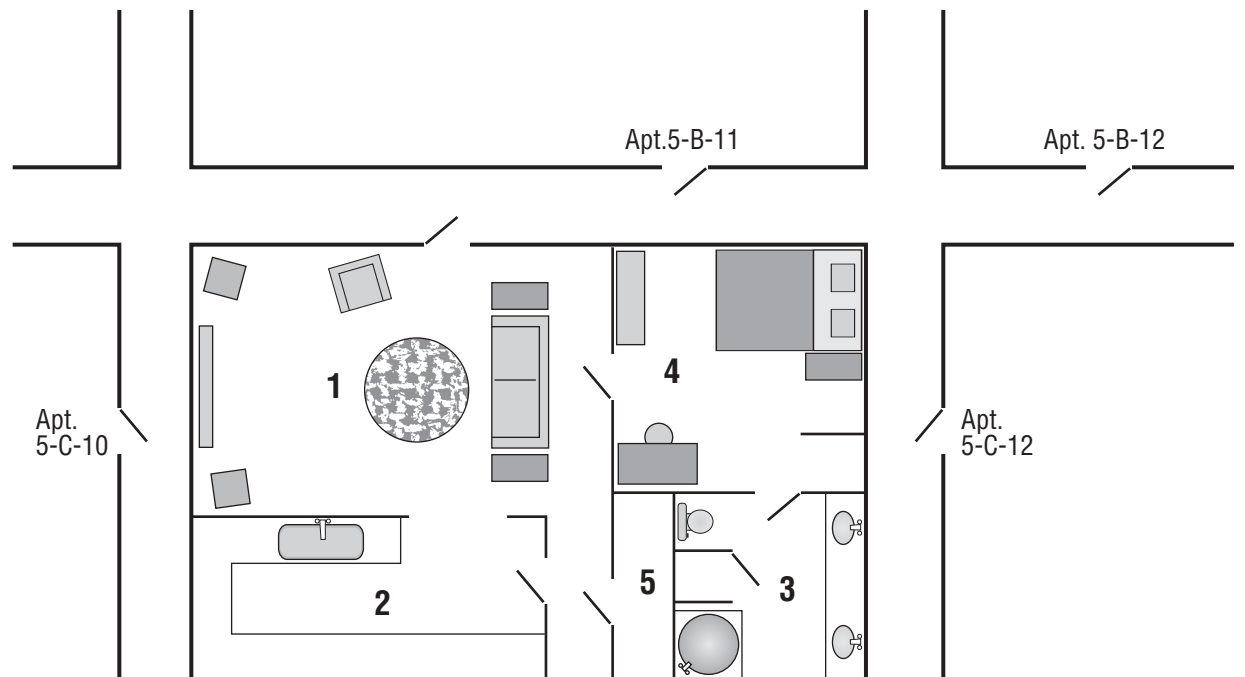
This small apartment is similar to other single residences of the arcology, except it is slightly larger.

- 1. Living room.** This area is dominated by a wall-sized holo-vision screen and massive speakers from an entertainment center.
- 2. Kitchen.** Spartan to say the least. The kitchen obviously belongs to a man who eats out often.
- 3. Bathroom.** Standard full bath with sink, shower and whirlpool, and toilet.
- 4. Bedroom.** Unkempt and messy, this room contains a king-sized bed, dresser with mirror, holo-vision, and closet.
- 5. Closet/Storage.** This area is full of contraband goods. Although not the primary storage area for the black marketeers, it was often used to handle extra items. Approximate value of the goods in the arcology: \$25,000.
- 6. Hallway.** Standard hallway of the residential zone.
- 7. Passenger elevator.** This elevator stops on all floors of the arcology. It has a maximum capacity of fifteen.
- 8. Escalators.** These escalators go up to the seventh floor and down to level five. They are normally not used, except during the rush hour.



**Banquet Room, Muelbach Hotel**

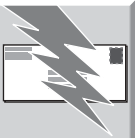
5m

**Apartment 5-C-11, Henderson Queese**

5m



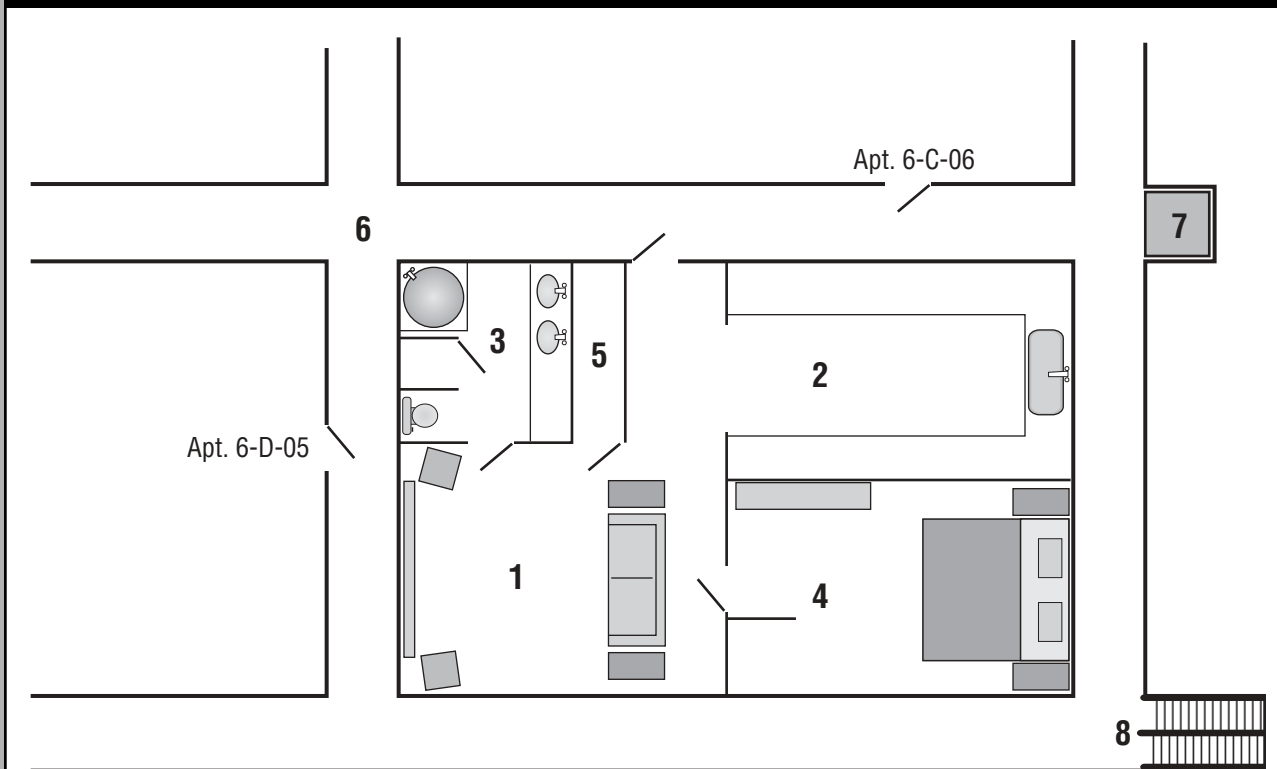
**8:16AM**  
**THUR**  
**9**  
**MARCH**



*Chicago*  
*Public*  
*Library*

Long  
Distance  
Switchbox

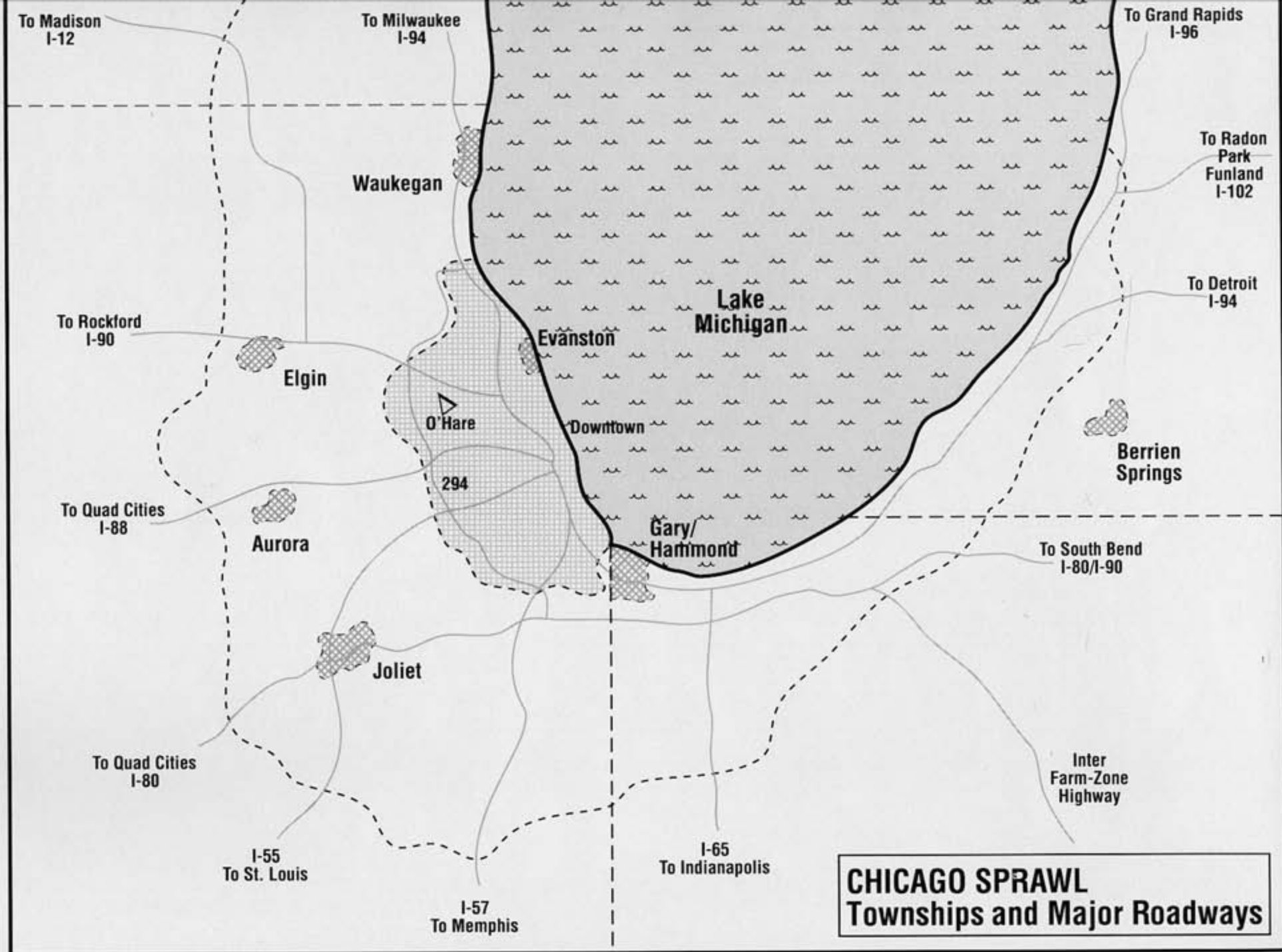
**WORLD**  
**COMP**

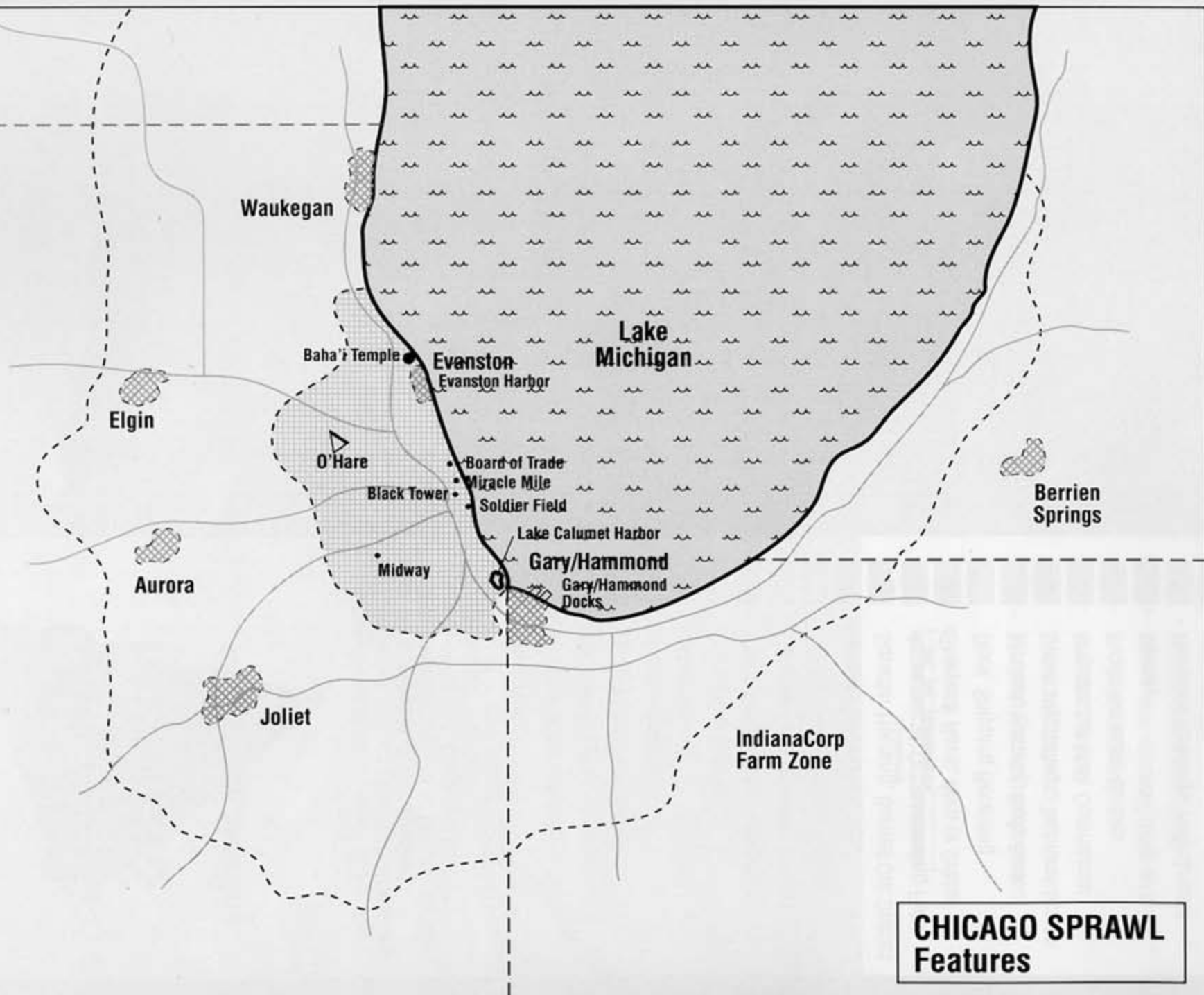


**Apartment 6-D-06, Igwe Boeholom**

**5m**







*Sprawl  
Limit*

**Northern  
Sprawl**

Waukegan

Renegades

Elgin  
Net Heads

Aurora

**Western  
Sprawl**

Joliet

Ginos

Airboys

O'Hare  
Punk In  
Heads

Cyberpunks

Rat Pack

Black  
Hawk

**Downtown**

Evanston

WASP's

Rough Boys

Thrashers

Gary/Hammond

Stalines

**Southern  
Sprawl**

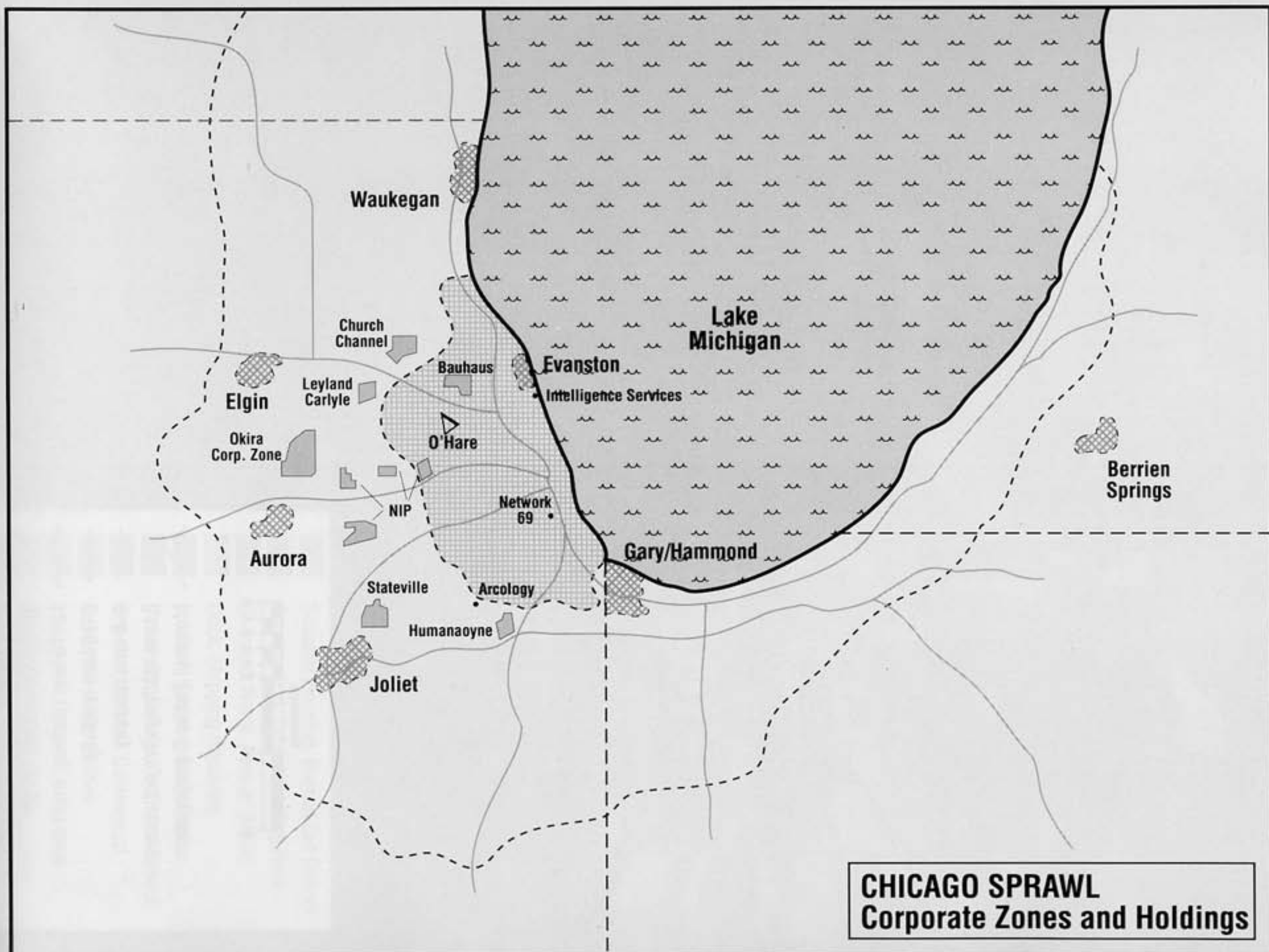
Lake  
Michigan

Drakes

Cleos

Berrien  
Springs

**CHICAGO SPRAWL**  
Sprawls and Major Gang Turf









# CHICAGO, ILLINOIS

*City of Broad Shoulders*

Chicago Street Numbers begin at 0 at the intersection of State and Madison Streets and increase outward in all four directions.

North and West sides of all Chicago Streets are even-numbered. South and East are odd-numbered.

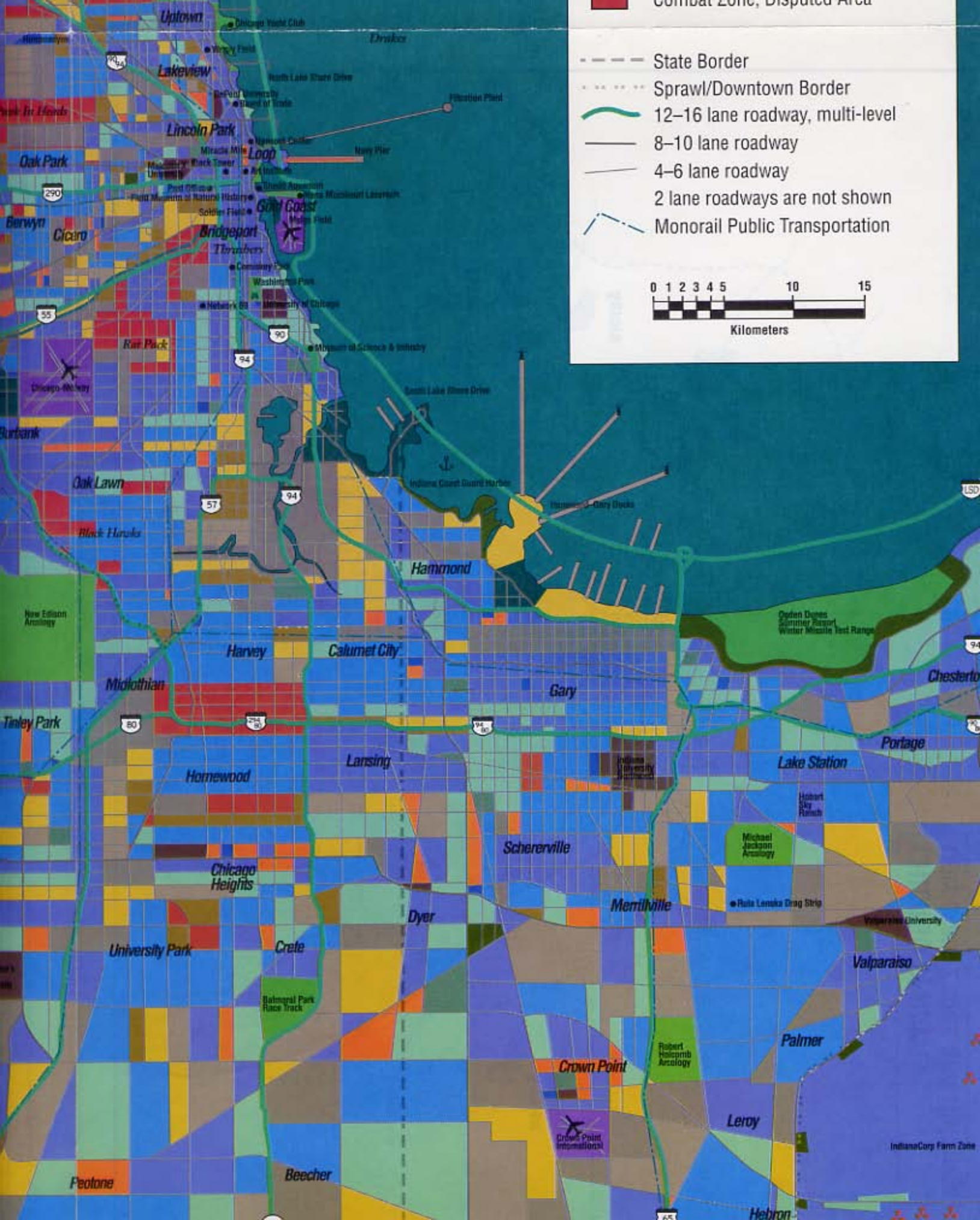
- 
- Lake, River
  - Artificial Breakwater
  - Park, Golf Course, Managed Land
  - Guarded Forest Preserve
  - Heavy Industrial
  - Industrial Park
  - Warehouse District
  - Corporate Zone, Protected Commerce
  - Corporate or Protected Housing
  - Independent Arcology Domes
  - Sprawl Housing
  - Squatter Housing, Burned Out District
  - Aeronautical, Orbital Landing Field
  - Shipyards: Naval, Aero or Orbital
  - Dock, Shipping Receiving
  - Medical, Hospital, Body Bank
  - University, College, Technical School
  - Unprotected Mall, Commercial
  - Public Services, Utilities
  - Military
  - Religious Buildings, Holy Ground
  - Combat Zone, Disputed Area

--- State Border











# A CAMPAIGN SOURCEBOOK FOR CYBER<sup>®</sup> SPACE

## CHICAGO Arcology<sup>™</sup>

*A sickly yellow-brown haze smothers the south-western coastline of Lake Michigan. Radioactive sludge washes up on Chicago's shore, while heartland waifs infest its labyrinthine buildings. Wake-up, sprawlkid, another day on the streets awaits.*

In 2090, the third largest Sprawlzone in the United States is centered on the urban megopolis of Chicago. At the heart of this depraved hive of crime and decay rises an enduring temple to Megacorporate power: New Edison's Chicago Arcology. It forms a completely self-contained and safe environment for Chicago's New Edison employees and their families.

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