

The Island – Referee notes

Introduction

This scenario is based on the film “The Running Man”. It works for between 3 to 5 players and will last between 2 and 5 game sessions. It is ideal as either a one-shot adventure or as the step-off point for a whole campaign.

Character Generation

Each player character is on death row for first degree murder (the only crime in the Cyberpunk 2020 rulebook punishable by death). Whether they were actually guilty or not is up to the players.

There are no limitations on what Roles are available. However, Netrunners will have no opportunity to use their skills.

Characters should be generated completely from the sourcebook as standard starting characters. Any additions made outside this require a corresponding increase in the power of the NPCs.

All lethal or potentially lethal cyberwear will have been de-activated, by the police, at the start of the game.

Scene 1

The players are in the maximum-security wing of the prison. Each cell is a transparent, sterile box. The single bed and toilet are each solid, one piece and heavily bolted to the floor. The thin mattress is flimsy and flame retardant

Basically, these cells are designed to hold seriously nasty (and Cybered-up) criminals. Add any features you feel appropriate for keeping the players locked up.

Guards can be bribed, or contacts used to acquire TVs, cigarettes, porn magazines, etc. Nothing that can be used to escape will be allowed through.

Give the players some time to talk to each other and get acquainted. I’ve found it best if they have worked out how they are going to deal with each other before they are “dropped in the deep end”.

Scene 2

The date is now 2 weeks before the first of the players are scheduled for execution. An unusually timed visit occurs. A number of hefty prison guards, armed with automatic rifles, escort a man into the room.

A success, difficulty 15 on something like INT or Photo & Film, will allow a player to recognise the man as a new Media presenter for DigitalLife Media Corporation (a subsidiary of Network News 54).

He will give his spiel to the prisoners about a new show he is putting together. He’ll tell them that if they find the Target, they will be set free in another country. However, if they ever return to this country they will be put back in prison to await the completion of their death sentence. The Media will answer their questions truthfully, although he will also gloss over how dangerous it is.

He will then try to get the characters to sign the contracts. He will allow lawyers to get copies before the characters sign, although he will not suggest it. He will also allow slight modifications to be made to the contract and specific personal belongings and clothes brought along to the Island. No weapons, or armour, though.

Scene 3

About 1 week later the prisoners will be removed, one-by-one, from their cells and taken to the infirmary.

They will be drugged unconscious, their cyberwear re-activated and location devices surgically implanted. Some players may refuse the drugs. The surgeons will continue anyway, although the characters will be tied down.

Scene 4

They all wake up in a Gyro-copter. Each character is securely chained to the floor. Those with huge strength might be able to break the chains, but not before the 2 watchful and heavily armed guards would shoot them. There are no windows but more guards (and the pilot) can be heard on the other side of a heavy partition.

The journey lasts a number of hours from this point. The guards will refuse to be drawn out in conversation and will not move towards the characters for any reason.

Scene 5

They arrive early afternoon. More Gyros can be heard outside. The doors open to more guards and a fresh sea breeze. The 2 guards get out, everyone points weapons at the characters and the chains unlock automatically. The characters are motioned out.

At no point will any guard move to within arms reach of any of the characters. There are large numbers of Solo guards in the area and the atmosphere from them is one of paranoia. Wimpy PCs would consider the security as overkill. Cyberpsychos might consider the security approaching enough to contain them.

They are taken out of the Gyro and herded to a scenic location a short distance away from the Gyros. A pile of rucksacks, personal belongings and clothes can be seen by the side of the road (which leads in the direction of the City). The landing site is not far from a sheer cliff edge; over which can be heard the booming surf.

A reporter and cameraman approach the group. The cameraman is obviously a scarred veteran of wartime filming. The media, however, is immaculately and

effeminately dressed. His manner is blatantly homosexual and overly dramatic.

The Media will interview each character in turn. Questions include why they were imprisoned and do they have anything to say to the viewers at home.

After this the characters are shown to their baggage and allowed to set off in the direction of the City. They are followed by two mini-helicopters with cameras.

Scene 6

From this point on, it is entirely up to the players. I've seen some group rush in aggressively, some approaching the problem tactically and other purely defensively. But the only way for them to survive is to work together.

The Hunters

Each hunter is assigned an area of the City. They have their own specific style and tactics.

Apart from their armour and weapons, each has a small, long range, secure and directional radio. They also have a camera and microphone. The camera and microphone record and store the pictures and sound – only uploading it occasionally. Conversely, they broadcast continuously during combat.

The controllers (stationed at the volcano research station) direct the Hunters to exactly where the characters are. They won't move into another Hunter's area while that Hunter is still alive. Only one hunter will attack at any one time.

Number	Name	Gender	Role	Speciality
1	Panther	Female	Solo	Heavy Weapons, Grenades, etc
2	Demon	Male	Solo	Fire and Claws – he has four arms and horns
3	Shadow	Male	Solo	Ninja Sniper
4	Trapper	Male	Techie	Demolitions and Traps
5	Tower	Male	Solo	Strength and Unarmed Combat
6	Dark Knight	Male	Nomad	Shock Lance and Motorcycle combat
7	Joker	Male	Solo	Acrobatics and Blades

See the NPC character sheets for more information on each Hunter.

The number assigned to each Hunter identifies the area assigned to them. Decide who goes where before the players enter the city. The recommended areas are listed on the Referee's City Map.

The BOSS Hunter

This Hunter, Omega, is the best of them all. He isn't a Solo – he is an AI controlled hologram. He guards the target itself.

He only appears in the room where the target will be found. A hologram obviously can do nothing physical – but the AI controls the large number of weapons fitted into the walls and watches with all the sensors implanted around the room. The characters will probably work this out fairly quickly but it takes effort (and luck) to defeat. The viewers at home shouldn't suspect a thing!

The Target

The target is a trophy suspended from the centre of the ceiling in the City Town Hall. It looks expensive and ornate but on closer examination is made of very durable plastic.

The surrounding countryside

The vegetation is sparse and scrawny. They are very few trees and little cover. The winds sweeping in from the sea make it difficult for tall plants and trees to grow. The ground is mostly flat until it reaches the foot of the mostly extinct volcano, at which point it gets rocky.

While the road is in bad repair, it would be passable by some vehicles. It has been used recently (with some sort of tracking/awareness roll).

The City

The City was systematically evacuated about 50 years ago after the last eruption. Earthquakes collapsed some buildings and damaged most of them. The place is entirely covered in volcanic dust (except for the buildings that have some relevance to the players, e.g. stashes).

There is virtually nothing useful for the characters to scavenge. The previous occupants and time to take all their belongings and the elements have taken care of the rest.

The City Hall

The target hangs in the centre of the City Hall. A wide, paved plaza surrounds the City Hall. The plaza has been cleared of rubble. All the windows have been bricked up. There is access to the building through either the front doors or via the roof. It is possible to access ventilation shafts inside the building on the roof. However, all internal vents are too small to allow passage into the rooms.

The Shopping Mall

The shopping mall is the largest and most complete of all the stashes around the city. It contains a good selection of weapons, food, medical supplies, ammunition and general equipment.

The stuff can be found in a few of the shops in the mall: -

- Weapons and Ammo in the Hunting Store
- Food and Medical Supplies in the General Store
- Clothes Shop
- Sleeping bags in the Camping Store
- etc.

Don't be too generous. There shouldn't be enough supplies here to make it easy for the Players.

The Stashes

The rest of the stashes are fairly obvious when they are spotted. They are found in General Stores that have recently been cleaned and painted.

They each contain 1 weapon with limited ammo. A microwave (non-portable), pre-packaged food and some first-aid supplies.

The City Square

The city square used to be paved but now the surface is cracked, pitted and strewn with rubble. A tourist map of the city stands directly in the centre. All the important landmarks are listed, including the City Hall, Museums, the Mall, Underground and Taxi Stations, etc.

The Residential District

The City was systematically evacuated so the previous occupants have left useful. Anything still remaining is damaged by either earthquakes or the elements or is coated in thick volcanic dust. Most floors and roofs have fallen through. Windows are broken and doors hang off their hinges.

The best homes are found closest to the City Hall while the most dingy tower blocks lurk at the city edge.

The Industrial District

The Power Station was decommissioned at the start of the evacuation. Therefore no power is supplied to any of the factories and depots. The factories were cleared of the most expensive equipment before the workers left.

The Commercial District

Obviously the Mall can be found in the commercial district. The Commercial district contained all the Leisure facilities for the city as well as the main shops.

The Underground Railway

The underground tunnels connect all parts of the City together. The video and radio signals cannot penetrate far through the ground. However, the tunnels are very dangerous. Sections have already fallen in and the slightest noise or shock could bring tonnes of earth down upon the players. Only with extreme care can the underground rail system be navigated.

Bringing new characters in

It is very possible that at least one character is going to die during the game. Here are some ideas on how to bring a new character in once the game has started...

- 1) If a member of the party is a Nomad, their family could send some help for them.
- 2) A Media could get sent along to do interviews on the way.
- 3) A group of free-rights protestors could come over to try to stop the violence.

Legal Contract

This describes what information players will get from reading the contract they are required to sign before participating in the TV show called "The Island". The exact information they receive depends on what they get with an Education/General Knowledge roll.

At difficulty 5:

The document is a mass of legalese and is therefore indecipherable. You can't even work out where you are supposed to sign.

At difficulty 10:

The Media doesn't seem to be lying to you... if you win you live somewhere else but the Media Company takes no responsibilities for anyone dying or being injured.

At difficulty 15:

The Island is not on U.S. soil. Basically, you are being sent out of the country and the US Government doesn't care what happens to you, as long as you don't come back.

There are other people on the Island who will be trying to stop you get to the designated target.

You will be supplied with minimal first aid supplies and two days food.

The arena is the city on the Island.

The target is somewhere in the city although not in an impossible place to find.

There are a number of stashes of weapons and food in the city.

If you are successful, the company will transport you to another country.

At difficulty 20:

You will not be approached by any of the other people on the Island until you first enter the city.

You will not be armed (except for any in-built cyberwear) on entering the City.

If you are successful, the company will transport you to another country such that you will be able to reside and work there.

At difficulty 25:

The opponents on the Island will be fully armed.

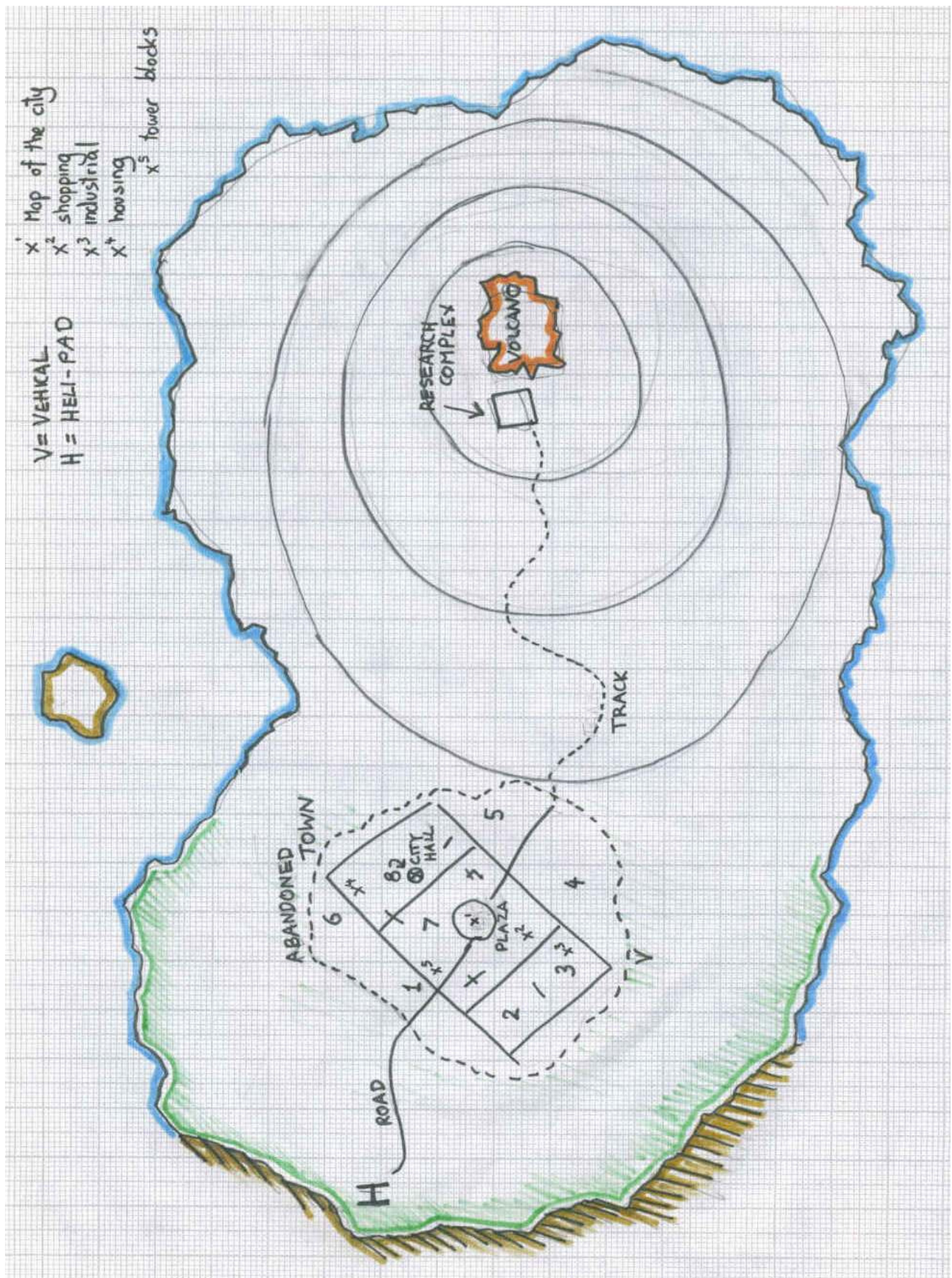
If you are successful, the company will transport you to another country such that you will be able to reside and work there for a year, after which you will have to renegotiate with the government of that country.

At difficulty 30:

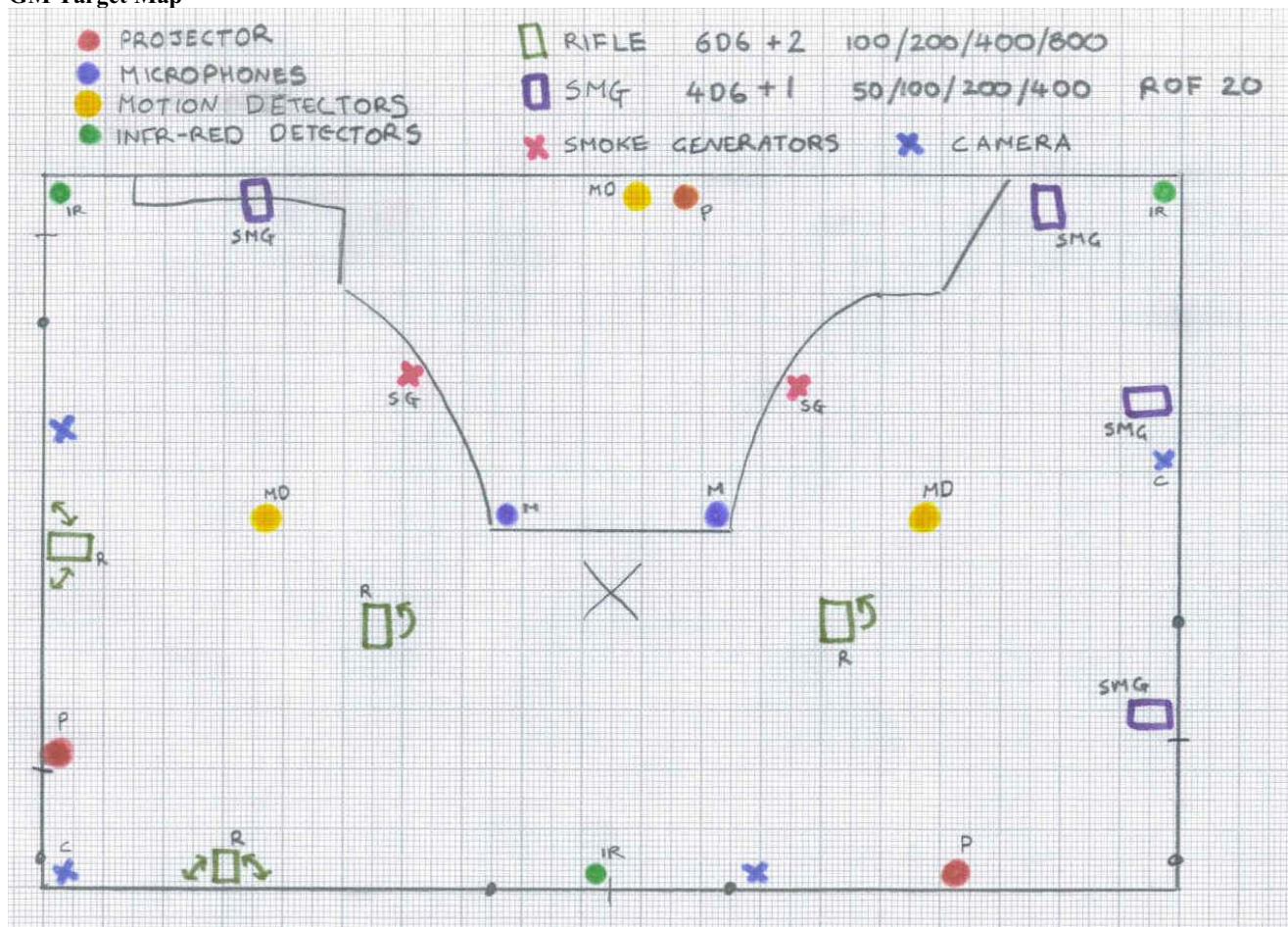
Each opponent is assigned an area of the city. They will only leave that area if a neighbouring one has become available (i.e. the players have killed the original occupant). Only 1 opponent will attack at any one time.

You will be fully monitored at all times via cameras and listening devices. Your location will be pinpointed with a multitude of tracking bugs placed in your clothes, bodies and rucksacks.

GM Island Map



GM Target Map



Player Target Map

