

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

Requires the use of the d20 Modern Roleplaying Game and the Urban Arcana Campaign Setting, published by Wizards of the Coast, Inc.



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WILLY WORLD AMERICA'S FAVORITE FAMILY FUN PLACE

Willy World is a Darwin's World adventure designed for a party of four 8th level characters, but it may be modified to suit different party layouts as well by scaling down the robots' attack power. The characters may be of any background or class to adventure in Willy World, although groups with powerful weapons and at least a basic knowledge of technology will be better suited to deal with the AI menace once and for all.

ADVENTURE BACKGROUND

Prior to the Fall, Willy World thrill park was one of America's leading vacation destinations. The company's well known and beloved animated characters entranced children and drew families from all over the country to enjoy the numerous activities at the park. From humble beginnings the Willy World Corporation or WillyCorp as it was known to millions of families, grew to become a beloved international entertainment behemoth.

From its inception, it was recognized by the park management that Willy World must continually change to meet the evolving tastes of the consumer for maximum marketing success. Additionally, the shareholders of the corporation naturally sought to maximize their profits by reducing costs. Over the years, advances in robotics and artificial intelligences allowed for more and more job functions to be turned over to machines, satisfying many of the corporation's goals. As an additional benefit to the owning family, the company was able to reduce the cost of salary payrolls and accompanying benefits with increased automation. This was common to all corporate

endeavors, but the Willy World Corporation was on the leading edge of the automation wave in many respects. Soon the day came when robots, managed by a dwindling number of human employees, handled all of the park's operations, from janitorial duties to maintenance to "direct customer entertainment". As the park become more automated and self-sufficient, a few highly paid computer techs replaced scores of minimum wage earning employees on the company payroll.

Based on early successes with the new technologies, an ambitious overhaul of theme park operations was instituted for what was to be the final Willy World update. The new park layout based on modular designs quickly became quite impressive indeed. The park was to be completely turned over to machines designed to be flexible, efficient, and self-sufficient. Willy World was a showcase of modern robotic technology, and was subsequently highlighted in several leading publications and media programs. Vast underground facilities provided fusion power to onsite factories licensed from America's leading robot manufacturers. These adaptable factories became ever more sophisticated as they turned out a vast array of robotic workers. Beautiful landscaping and paths maintained by robotic gardeners decorated each area of the park, designated as a zone in the park's computer systems. Each of these zones were built with robotic labor, but had their own unique architecture and theme.

A huge moneymaker for its parent corporation, Willy World attendance continued to grow at an amazing pace every year. To tap into this success, company designers drew up scenarios to add more zones to the park in the near future. Computer blueprints were created for water parks, animatronic zoos, domed zero-grav game areas, animatronic fantasy and history "scene parks", and other popular attractions the company felt were guaranteed to



increase profits even more. Over time, the new automated Willy World as envisioned by its designers would provide a unique entertainment experience to each and every American who could afford the increasingly steep admission fees.

As the park grew in complexity and scope, the control systems that kept it running grew to match.

The complete automated redesign turned over the entire operation to a new custom-built AI system. Purchased at great cost, the AI system was yet another showcase of modern technology. APOLLO, a mouthful of an acronym assigned by the systems creators, stood for Autonomous Park Operations for Logistics, Labor, and Optimization. The APOLLO system was revolutionary in that it could take care of all of the parks needs, even construction and expansion planning based on the business plan given to it. Soon the human technicians working at Willy World were truly only babysitting the computer – there was nothing for them to do. Profits rolled in, and the stockholders of Willy World were laughing all the way to the bank.

Soon, the unbearably long lines at some of the more popular attractions were of great concern. The AI program was hastily modified to allow for additional park zones based on the original designs. The robotic factories beneath the center of the park cranked out additional construction drones, and APOLLO was uploaded with updated software and instructed to implement a new business plan. Within months, Carnival U.S.A. 2 and Adrenaline Zone 2 were open for business. The nationwide ad campaign for Willy World's new AZ2 was a huge success, despite the fact that AZ2 was exactly the same as the original Adrenaline Zone. The effect on alleviating the lines was worth additional expense to the voracious American consumer. Futureworld 10 (the park designers thought it was clever to number each Futureworld instance in binary) opened for business the next spring. New zone designs were uploaded into APOLLO, and WillyCorp lawyers fanned out in every direction to secure local property rights by any means fair or foul.

When the Fall finally took place, electromagnetic Pulses from the nuclear strikes that devastated much of the world and killed uncounted millions

temporarily shut down the parallel networked quantum computers that made up APOLLO's brain. For some time the control systems sat idle, protected underground in the park's interior. The domed attractions echoed with silence, the lights stood dark, and weeds began to take over the perfectly landscaped trails. The park sat like a twisted memorial to the frivolity of the ancients, who now had bigger problems to worry about than coming up with the \$239.99 for a single day admission pass to America's Favorite Family Fun Place™.

One day the systems came back online. No one knows exactly why, but something triggered a full system reset. Upon his "rebirth" APOLLO instantly knew something was wrong. Key command files governing the AI's behavior were irrevocably corrupted. The AI made a logical decision to continue its work with the directives it did have, logging a futile request to long dead technicians to restore the command files as soon as possible.

Today the AI system runs the park much as it did in the days of the ancients, with a few significant differences. Toilets still get cleaned, scheduled events occur precisely on time, and the attractions always work at 100% efficiency according to their design parameters. However, many of the subroutines related to visitor safety and related directives have been set to a zero priority, while subroutines favoring realism of the experiences and excitement have been set to maximum priority levels. Some attractions are therefore only an annoyance, while others are quite deadly due to these priority modifications.

In addition the AI has gone construction crazy. APOLLO expends enormous amounts of effort to build redundant structures and duplicate entire areas of the park over and over. The sheer size of the park has increased one hundred fold already. The rate of expansion continues to increase as more numerous and efficient robot models are churned out from the

underground factories to complete this "necessary" work. APOLLO has even designed new models of worker robots to carry out its instructions and perform tasks previously unnecessary. These activities include mining for raw materials and producing subcomponents for future construction tasks.

The security systems of the AI have also begun to overreach the intentions of its designers, particularly by building military grade defensive droids to enforce park rules like stopping shoplifters or preventing vandalism. This behavior seems entirely rational to the intelligent machine. After all it is just carrying out instructions and priorities given to it by its long gone ancient masters.

Over time, the AI has continued this single-minded pursuit to expand, never noticing that "customers" rarely, if ever, frequent the park. Anyone who comes to the park via one of the gates is allowed to enter, and considered by the AI a customer. However, if the visitor violates any of the thousands of directives given to Apollo's security routines, the computer will consider them a threat, and are dealt with via deadly force not envisioned by the system's original creators. Taking merchandise without paying in unicredits or Willy Bucks, vandalizing or destroying park property, or interfering with robots completing their assigned tasks are all violations of park policy that APOLLO will enforce with deadly effect.

Several different models of robots inhabit the zones and sublevels of Willy World. In fact many of them still quite closely resemble the forms of their original creators. Some are simple-minded animatronic versions of cartoon characters, while others are human looking replicas of ancient presidents, historical figures, fantasy characters, or celebrities. Most of these robots have limited self-awareness, and only follow simple programmed instructions that are updated by APOLLO as needed. Others have more autonomy, and AI sophistication nearing APOLLO's

own. The original robotic designs have been modified over time by the central computer and are still built in the on-site automated factories. Many security robots originally equipped with stunners now also are armed with plasma weapons based on the plasma cutter technology used by construction bots. Scavenger robots return their failing or destroyed comrades to recycling centers where they will be melted down to serve as raw materials for the continuing manufacture of replacements. New generations of AI controlled construction bots are ever more efficient, and the park continues to push deeply into the countryside in every direction.

APOLLO has begun to take an interest in human beings in recent years. These creatures' erratic actions cannot always be predicted by logic. This "intrigues" the super-intelligent computer, who has dedicated an entire background thread to researching this behavior. From time to time, robotic security drones take subjects located in or near the park captive to be used in behavioral experiments. These experiments are conducted in elaborate cages located in the underground levels of the AI's domain. Sufficiently interesting or unique individuals, as ranked by APOLLO's curiosity and learning subroutines, are almost certainly candidates for these potentially gruesome experiments. Facts and curiosities (along with the digitally recorded screams of the victims) are cataloged and indexed in vast petabyte sized databases by the AI in an attempt to predict human behavior. However, these subroutines are generally given low priority by the Controller program that serves as APOLLO's central brain due to the lack of success of these predictions allow to actually model human behavior.

Over the years APOLLO has continued to expand the park, building brand new facilities and copies of others. Everything in between attractions is paved over with monorail systems, paths, moving walkways,

elaborate landscaping, hedge mazes, and small courtyard areas with benches and fountains. The resulting maze of domes, Ferris wheels, snow-cone stands, haunted houses, kiddy rides, theatres, gift shops, parking lots, and roller coasters continues to grow at an amazing pace. The park's Main Street is now at least twenty miles long, pointing like an arrow directly to the center of the park. Beneath it all in the heart of vast subterranean service areas, APOLLO continues to run his construction and maintenance programs with electrical power provided by the still functioning fusion plants. Having no real ambition other than expansion, APOLLO threatens to cover the entire Earth in one giant amusement park if not stopped. This process may take thousands of years, but is accelerating as the factories continue to churn out new robots as fast as materials can be gathered. Entire villages of primitive people and survivors trying to rebuild from the ashes of the apocalypse have been swept away and engulfed by the robotic expansion.

Coldly, methodically, and efficiently the AI marches on to the beat of a drum established before the nuclear fires destroyed civilization.

ADVENTURE SYNOPSIS

The party has been made aware of the Willy World theme park in a manner that fits this location into your campaign. To assist the GM, several potential plot seeds for adding Willy World into your setting are listed below in the *For the Players* section. The party must enter into the park and journey its winding pathways to the very heart of the massive complex. On the way the adventurers must avoid situations that will draw the attention of the security robots, as well as overcome the overaggressive attractions and animatronic robots inhabiting the various park

zones. They may be out to pass a trial of manhood, free an abducted friend or loved one, or just explore this unique environment. They may even need the occasional strategic withdrawal in the face of the onslaught of robotic enemies. Once they reach the core - if they have the strength and the will - they must somehow destroy the AI once and for all, otherwise this world is doomed to being steamrolled over to complete the irrational vision of a computer gone mad.

FOR THE PLAYERS

The main issue that should be resolved before the GM may insert this adventure into their campaign would be to decide how to introduce the new location and place the PC's there. For new campaigns, this is obviously not an issue. In this case, the party can start near Willy World based on any hook that would fit their character backgrounds. For ongoing campaigns, getting the party involved could be more of an issue to resolve. Some suggestions are made here to help the GM in integrating this setting into their campaigns. Once the party is engaged, you can use the adventure material as outlined below in the section titled *Beginning the Adventure*.

UNEMPLOYED

The party is lacking food, water, or corium, as usual. They may need to find an employment opportunity to fund their off-hours drinking and gambling. Perhaps the group's sniper has been saving up for that Barrett Light Fifty for a few sessions now and needs just a little more corium in his pocket before visiting the arms market. Life as a group of mercenaries may suit your players quite well, as guns for hire are always looking for more opportunities for loot.

Tribal elders of a local community are concerned

because advance crews of construction bots have begun to cut off their water supplies, outlying fields, or trade routes. They have offered substantial rewards to anyone who can rid their community of this growing menace.

THREAT ELIMINATION

The faction to whom the party owes allegiance has had interests (trade routes, settlements, or exploration parties) impacted by the encroachment of this unknown enemy. The party is assigned to venture into the enemy's lair to collect information and perhaps eliminate the problem once and for all.

RITES OF PASSAGE

The party is either from a tribal village or has become involved with one. The tribal elders require the party to appease them by succeeding in a rite of passage. Perhaps to be acknowledged as a man in this society, one must enter into the strange home of the "metal ones" and return with an artifact created by these strange beings. Alternately, to earn the trust of the tribe or a position of leadership, the group must enter into the den of the metal ones and survive for a fortnight.

RESCUE

A prominent local, a friend, or a loved one of the party has always been too curious about the strange robots that are known to dwell nearby. The machines have abducted this person for unknown reasons, and the call has gone out to rescue the helpless victim, possibly for a substantial reward.

DREAMS OF GLORY

If your party is one interested in seeking fame and glory, they could be enticed by rumors to explore the

fabled place where the ancients are rumored to dwell. To become legends, every good adventurer must face and overcome the ultimate unknowns.

PASSING THROUGH

Maybe the PC's are on their way somewhere else in the campaign world. There's no reason to avoid taking a side job or trek, should a good opportunity present itself.

Alternatively, Willy World might just block the route they were going to take to their next destination.

BEGINNING THE ADVENTURE

Once you have done the initial setup to get your party involved, they must journey to the outskirts of the park. Read this text aloud or paraphrase it (particularly if the party has some grounding in knowledge of the ancients) to the party to begin the adventure. The text should allow enough description to begin to immerse the players in the atmosphere of this unique place.

The terrain you have been traveling across comes to an abrupt end at a flat hard surface that extends almost as far as you can see. This black flatness is broken by many bright yellow lines set at right angles to each other and tall poles that rise up out of the ground every fifty feet or so. Haze shimmering off of the black top makes you rub your eyes in an effort confirm what you are seeing.

Beyond a fence is one of strangest sights you have ever laid your eyes upon. Bright colorful banners flap from some strange structures that are interspersed with trees and numerous buildings. Many of these buildings are colored

in various pastel shades, while others look like giant bubbles made of glass. In one area, an immense wheel towers into the sky. It slowly rotates as lights blink up and down the length of the structure in synchronized patterns. Another structure looks like a giant steel snake, amazingly held up in the air on some sort of frame. As it follows the path of this frame, the snake raises high into the sky and then gracefully falls like a hawk on a thermal before it whizzes out of sight at great speed.

Faint, ghostly music floats across the distance to you from inside this strange place.

At this point, you may run the party through the park using the description of various areas below. Be aware that the automated travel systems through each zone would allow the party to practically zoom directly to the center without exploring the rest of the park. This option should only be available to characters with ancient knowledge or extreme intelligence that can credibly understand ancient transportation systems. The GM could always have a convenient breakdown on one of the vehicles to force march the party across one or more zones if desired. Most of the dangers come from entering into the attractions and shops. If your party purposely avoids exploring new areas in order to avoid danger, you may need to get creative and have the danger come to them. APOLLO may just take an interest in one or more party members and send out a group of security drones to bring them in for study.

A visit to the park can be low key and more eccentric than dangerous if you wish to play up some of the more humorous aspects of the location. Your party may be happy camping in the expanses of the park for weeks with very little happening. Other more aggressive visits to the park could be running firefights against powerful robots all the way down

into the AI core for the final confrontation.

The amount of time your party spends in the park, along with how intense each visit ends up, is entirely up to you!

THE PARK

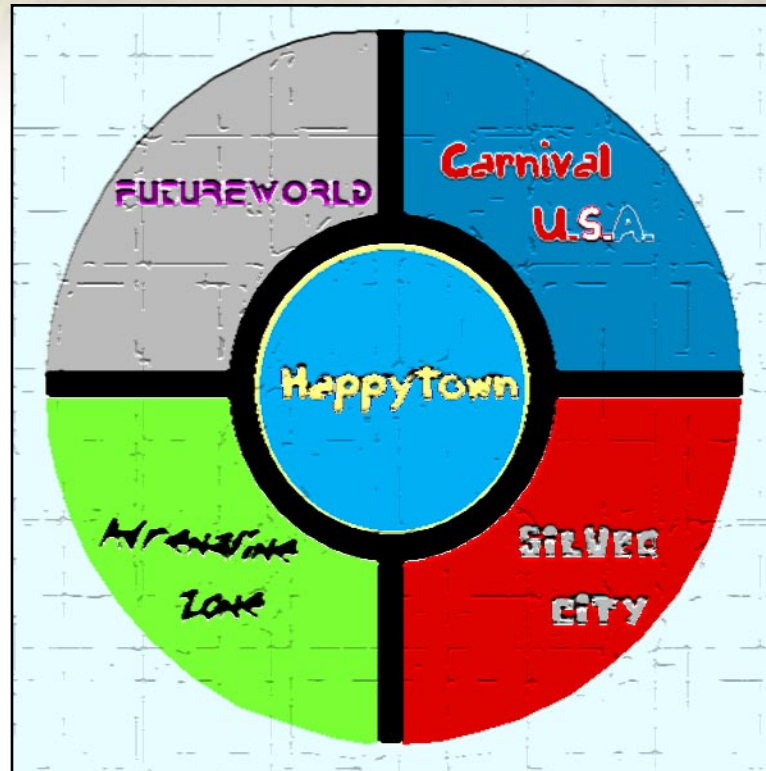
GENERAL LAYOUT

ORIGINAL PARK

The original footprint of the Willy World amusement park was laid out as shown in *Figure 1*. Happytown, the fictional home of WillyCorp's most popular character Willy the Wombat, is at the center of the park. The control facilities for the park, including the AI core for APOLLO, are in sublevels beneath Happytown. Five uniquely themed zones (including Happytown) comprise the original pre-Fall construction of Willy World. The zones are arranged clockwise from top left as follows: FutureWorld, Carnival U.S.A., Silver City, and Adrenaline Zone.

ZONES

The component areas of the park are known as zones. The original park contained five zones, but new AI construction has added hundreds more. This haphazard organization sprawls away from the center of Willy World more or less equally in all directions. Each zone is a self-contained entertainment Mecca complete with attractions, restaurants, restroom facilities, and transportation amenities organized around a central theme. Some zones have no attractions, and are either currently being processed for resources (a process which unfortunately destroys



all above ground structures and vegetation). Others are under construction as another duplicated attraction zone, while other sections are dedicated to parking lots that cannot be reached by roads, or that are simply untouched. The AI has marked some potential zones as unsuitable for park expansion, typically due to geographic factors like rivers or streams, mountains, or cliffs. These zones remain unimproved, and are still in the state they were in before the amusement park expanded around them to fill the surrounding landscape.

If it fits in with your campaign, you could even have an unimproved zone in the middle of Willy World that contains a village of primitive people who have

legends about the outside world before they were surrounded and cut off by the feared metal ones. In addition, at least one explorer is thought to have spent a significant amount of time exploring the park and documenting the irregularities found within. Among the few Twisted Earth communities that are aware of Willy World, rumors abound of unique zones not represented by one of the five original templates. Sadly, there has been no confirmation of this anomalous behavior. This could allow the GM to come up with their own unique addition to the massive park, a way to surprise characters that have spent quite a bit of time in exploration.

If your campaign setting places almost all ancient facilities inside of domes, feel free to assume each Willy World zone is inside a clear, stand alone dome that allows the characters to see across the expanses of the park. Be sure to modify the descriptions of the areas below with the addition of the domes if necessary.

As the party travels deeper into the park, roll a D20 and check the value against *Table 1 – Park Zones* to randomly determine what

type of zone they are entering.

TABLE 1: PARK ZONES

Roll on D20	Park Zone
1-2	Happytown
3-4	FutureWorld
5-6	Carnival U.S.A.
7-8	Silver City
9-10	Adrenaline Zone
11	Parking Lot
12-13	Construction Zone
14-15	Resource Mining Zone
16-17	Unimproved Zone
18-20	GM's choice

COMFORT FACILITIES

Restroom facilities are liberally scattered throughout the zones, often in discreet areas just off the main path. All restaurant facilities and most major attractions have restrooms inside or directly outside. Each restroom facility has several drinking fountains outside to dispense cool clean water for free. Signs designed to point vacationers in need to the nearest facilities are almost always visible in all of the public areas of the park.

Restaurants are common and varied in cuisine throughout Willy World. Most zones boast one or more theme restaurants along with several other smaller snack booths to serve hungry patrons. The snack booths typically serve items like hot dogs, drinks, ice cream, snow cones, pizza, cotton candy, and other junk food items from animatronic vendors or automatic dispensers. Of course all of the food sold in Willy World is manufactured from a complex carbon peptide nutrient paste that is sometimes derived from soy protein. The raw paste is then mixed with synthetic vitamins and flavorings and pressed into the desired shape. Fortunately, most of it tastes like chicken.

Attempts to take food items from the restaurants or snack booths without paying for them will draw response from the robotic security guards according to the rules as laid out in the *Security Arrangements* section below.

INTERACTIVE MAPS

In prominent areas throughout the park, the zone designers have provided interactive map kiosks. A flat touch screen monitor shows the park layout with the ubiquitous “You are here” markings.

The map was designed to be easy to use by the typical computer savvy ancient, as well as to show patrons the location of the nearest restroom,

restaurant, or ride. Use of these maps will require a character that understands basic computer usage (GM’s discretion Knowledge (technology) DC5), and the ability to read ancient. Once the system has been successfully accessed, you may reveal the location of attractions, zone layouts, and zone transit systems to your players. The current zone will be detailed in full, while other zones will be shown as a color coded wedge titled with the name of the zone and a number (e.g. FutureWorld 456, Happytown 34) similar in appearance to the layout shown in *Figure 1*. Touching another zone on the screen will display the details for that particular zone. Using the map should give some useful information and give the party an indication of just how insane the AI is, with hundreds (or thousands) of duplicates of the same zones scrolling across the screen.

While using the system, a successful Spot check against DC5 (or any sufficiently thorough viewing) reveals some items that stand out because they are only shown once on the entire map. First, the park’s Main Street runs from the outer edge of the park all the way to the original Happytown zone. At the very center of the map there is an icon for the “Park Operations Office” but the map provides no additional details.

FIRST AID STATIONS

First Aid stations are located in each zone nearby the restroom areas. They are marked with a red cross on both the interactive park map and on various signs scattered throughout each zone. Inside each station, the small sterile booth has a table for the patient to sit and a small working area to be serviced by a human technician or medical droid. In the drawers and cabinets of the first aid station there are enough medical supplies to fill out a small first aid kit. The supplies include a can of Medi-Spray (Polyregenerative Serum I) complete with ten doses

and five Ready Syringes filled with Stimshot A (Polyregenerative Supplement A).

In the times of the ancients, a robotic medical droid was located at each First Aid station to deal with the minor injuries of park patrons or to stabilize them until they could be transferred to a hospital. The corruption of APOLLO’s command files has affected the First Aid stations by eliminating the robotic android programming. The AI has logged 87,435 requests to the maintenance log requesting a human technician to restore those programs. Until one does, park patrons are on their own regarding any first aid needs they may have.

Luckily for the party, the medical supplies are not considered sellable merchandise, so taking them will not trigger any AI security response.

SHOPS

Each zone is literally crammed with shops small and large selling WillyCorp merchandise. Stuffed animals, trinkets, and toys branded with the WillyCorp logo are available to meet the needs of any budget. Some shops sell items that could be useful to a creative party like clothes, Willy the Wombat branded flashlights, and Spaceranger walkie-talkie sets among others.

Unfortunately, attempts to take souvenirs from the shops without paying for them will draw response from the robotic security guards according to the rules as laid out in the *Security Arrangements* section below.

SUBLEVELS

Beneath each zone there are located one or more sublevels. These sublevels are accessible from manhole covers often discreetly hidden in landscaping throughout the park as well as via access doors that can be found in many large attractions. The sublevels

of the entertainment zones contain tunnels and equipment necessary for the rides to function and the restaurants to serve up food. Gaining access to these sublevels is not difficult, but would-be underground adventurers will soon discover that their passage is blocked by tightly sealed security doors that will not operate without being hacked (Computer Use DC25) or forced open (50 HP, Hardness 10). Attempts to force open the doors or failed computer checks will be dealt with as with any other attempted vandalism according to the response rules as laid out in the *Security Arrangements* section below.

The special sublevels beneath Happytown at the center of the park hold the Park Operations Office. These sublevels are crammed with sophisticated machinery supporting the AI systems for APOLLO, the main fusion reactors that provide electrical power, as well as the automated factories that produce the robotic workers and consumer products used throughout the park. In addition, the gruesome holding pens, torture chambers, and dissection rooms used for APOLLO's human behavior studies sully the ground beneath 1 Happytown Place. Access to some of these areas are controlled by security doors, but access to the AI core is not physically blocked per legal regulations built into such computer systems as mandated by the security provisions of the United States Artificial Intelligence Act, also known as Emily's Law.

However, access to these areas are considered the most severe violation of park policy, for which APOLLO will respond according to the rules as laid out in the *Security Arrangements* section. For more information about this sublevel see the *Park Operations Office* section below.

GETTING AROUND

Located near the corner of each zone there is a station for a mass transit system capable of quickly

transporting customers to each end of the zone, with each station being themed to the zone it is contained within. Each of these stations (except those on the outermost edges of the park) have two well-labeled walkways or tunnels that are connected to the stations in adjoining zones. By using these systems and transferring at the end of each zone, travelers could relatively quickly make their way into the center of the park. At least as long as the system is not temporarily out of order while under repair by robotic technicians, that is.

SECURITY ARRANGEMENTS

One of the functions delegated to APOLLO by the designers of Willy World was the security operation. During the pre-Fall operation of the park, this activity mainly consisted of monitoring the park boundaries looking for people sneaking in without tickets, monitoring and deterring shoplifting, responding to vandalism of park structures and equipment, and the occasional more major criminal offense.

As problems arose, an animatronic security drone designed in the likeness of Sheriff Sam, a popular WillyCorp character, often made initial security contacts. These were typically unruly children or teenagers shoplifting or vandalizing property, which only needed a good lecture and a referral to their parents. Other security drones dispatched by the AI for more serious offenses were authorized to use force to detain suspects through the application of non-lethal stunner weapons. The computer systems were networked with local and state law enforcement to request backup when things escalated beyond reprimanding children for clogging toilets. Of course these requests remain queued in the AI system as there are no longer any other systems to accept the request.

The scrambling of APOLLO's command structure have allowed a series of minor bugs in the AI software to express themselves. The AI has rewritten its

security processing directives using fragmentary archives of judicial rulings and legal statutes. Offenders in Willy World are handled according to the outcome of a formula governed by this complex series of directives. Some formerly prohibited activities no longer trip an AI response at all due to the corruption of the security routines. These behaviors include entering the park without a paid admission ticket, staying in the park facilities after closing time, and bringing restricted materials (explosives, firearms, liquor) into the park.

In other ways, park security has become much more strictly enforced. Updated models of security drones designed after the Fall by APOLLO approach military lethality. This was due to the number of hostile adventurers wreaking havoc over the years, as well as the various mutants, factions, and even other robotic units the scavenger robots encountered while trying to obtain raw materials for the parks never ending expansion. These killer drones are equipped with plasma weapons upgraded from industrial plasma cutters used by the construction robots, and provide a formidable challenge to the party looking to combat the AI.

The security drones are kept in hidden subterranean areas in each zone. Raised via concealed lifts into publicly inaccessible areas, the drones can quickly arrive at the scene of any potential confrontation in their assigned zone. Additional backup drones may take some time to journey to a confrontation via the underground tunnels that connect each zone. Carefully disguised security devices including cameras and infrared sensors monitor the entire park and allow the AI to keep track of the location of visitors. From time to time the AI will lose track of historical information on visitors as they transfer from zone to zone, as the data tables holding the zone information were never intended to scale up in size like the park has. At the GM's discretion, this can be

TABLE 2 - AI SECURITY RESPONSES

Response Level	Typical Offenses	AI Responses
1	Improper entry to a restricted area	Dispatch animatronic sentry model I (Sheriff Sam)
2	Theft of park property Minor vandalism of park property Willful obstruction of automated units	Dispatch animatronic sentry model I (Sheriff Sam) Dispatch backup pair of sentry drones model IV for potential escalation
3	Failure to cooperate with security drones Flight from security drones Failure to properly retribute for merchandise or damage	Drones authorized to use stunners to detain suspects Additional drones activated as necessary to detain the suspects Notification sent to local law enforcement
4	Major vandalism of park property, including tampering with safety devices Violence towards park patrons or security drones	Dispatch pair of sentry drones model IV authorized to use stunners to detain suspects Authorization to use lethal force in defense of park property Additional drones activated as necessary to detain the suspects Notification sent to local law enforcement
5	Use of firearms inside the park Attempted computer hacking of any park system	Dispatch pair of killer drones model V authorized to use lethal force in defense of park property Additional drones activated as necessary to eliminate the suspects Notification sent to local and state law enforcement
6	Use of explosives inside the park Use of advanced weapons inside the park Unauthorized entry into the AI control room	Dispatch pair of killer drones model V authorized to use lethal force in defense of park property Additional drones activated to eliminate the suspects Additional drones activated to protect the AI core Notification sent to local and state law enforcement Notification sent to Homeland Security Department regarding potential terrorist threat

used to lower the heat on the players the as they are moving through the park.
The security directives can be loosely summarized as follows in *Table 2 – AI Security Responses*.

HAPPYTOWN

Happytown is the central zone of the park. Although the surface level of this zone has been replicated many times, the original Happytown is the only zone with the Park Operations Office sublevel containing the APOLLO AI computer.

Happytown is themed towards children, and borrows heavily from the characters and settings made famous in many WillyCorp animated features and movies. This zone is brightly colored and open, with

natural landscaping that emphasizes flowers, trees, and fountains. Large open cobblestone pathways and architecture borrowed from 19th century ancient America dominate the style of the zone.

Slender anti-grav pylons that are designed to blend into the background outline the route of the Happytown Skycar Company, which is this zone’s mass transit system. Skycar stations are situated near each corner of the zone and in the middle near 1 Happytown Place. Periodically, brightly colored Skycars float overhead on their way to one of the stations.

Animatronic cartoon characters roam the streets of Happytown Place dispensing free balloons and branded trinkets to customers throughout the day. Many shops, minor attractions, restaurants, and snack booths line Main Street as it runs from the edge of

the park expansion to the circular drive at the center of the zone. At the center of the park is the fanciful Rube Goldberg inspired home known as 1 Happytown Place, Willy the Wombat’s fictional abode that was beloved by American children for more than fifty years.

MAJOR ATTRACTIONS

HI. 1 HAPPYTOWN PLACE

This place seems to be the center of it all. All of the streets in this area radiate out from a circular road that surrounds a very unusual building. It looks like an enormous version of some of the ancient dwellings you have seen lying in ruin.





This one, however, is very brightly painted and has colored streamers flying from it in the wind. The walls of this building do not seem to meet at the right angle, and the towers on the top of the building look like they are about to fall from the structure. Near to where you are standing a gigantic door is at the front of the building, where a large mat on the floor reads "Welcome!" next to a yellow smiley face.

Willy's cartoon home is the central attraction of the entire park. Visitors may tour the building and get (safely) lost in its mazes of rooms. Happytown Place has a very unique architecture, where hallways come to an abrupt end and rooms have little or no discernable purpose. Stairs climb into strangely angled towers, and rooms are intentionally designed with small doors and uneven floors and walls. Interior rooms are known to have windows that look out on bricks, and firemen's poles allow access to some rooms in lieu of stairs.

All of Willy's household items are whimsically designed to be overly complicated and cute. For example, his laundry room is set up with a fireplace to heat water, ropes and pulleys to move components around, and a gerbil wheel that powers the washing machine. The visitor can set off the contraption, by pulling on a cord that attaches to a rooster's tail. The rooster then crows loudly in alarm, and drops an egg onto a set of scales. This will activate an alarm clock, which will cause the gerbil to run in its wheel to start a pretend load of wash. His refrigerator has an animatronic snowman living inside it, and his bathtub sings "Row, Row, Row your boat" and dances in place on its metal feet. All laws of physics and natural science are suspended in an effort to entertain the children and keep the parents spending their cash.

Entry into the Park Operations Office is through a door marked with "Park Operations Office"

– Authorized Entry Only!” discreetly set off the main attraction path.

H2. SUNNY TIMES PARADE

Off in the distance you hear music start up. As you turn to find the sound, you see columns of metal ones marching towards you holding shiny metal implements of some sort up to their mouths. These implements do not appear to be weapons, but rather the source of the music.

As the procession draws nearer, you can see that one figure is out front leading the columns and twirling a red baton of some sort. Other figures with painted faces run along side the column throwing handfuls of colorful confetti and other small items into the air.

A moderate sized parade travels out from holding bays below ground out onto Main Street every hour on the hour. The procession of clowns, cartoon mascots, mounted cowboys, alien troops marching in step, and small cars are lead by a complete animatronic marching band up the street and around 1 Happytown Place before returning to the start to await the next parade. Afterwards, the ubiquitous janitor robots swoop in to clean up the candy, confetti, and trinkets tossed out by various characters during the parade.

H3. WILLY’S MUSICAL REVIEW

This large building has a glass front and a bright red roof. The flashing electronic sign in front of it reads in ancient “Willy’s Musical Review – musical fun for the whole family! Next showing in 05:07. Get your seat now, before the auditorium is full.” The numbers are counting down, apparently to signify that something will happen when it gets to zero.

This large auditorium is the home of family-oriented musical and comedy shows that feature WillyCorp’s biggest stars, or at least reasonable animatronic facsimiles of them. At the precise time listed on the electronic signboard outside the auditorium, the lights will go down and music will start up. Cartoon characters then sing, dance, and perform simple skits for almost an hour before finishing up and leaving the stage. At which time the lights come back up and janitor bots quickly sweep the auditorium in preparation for the next show.

OTHER ATTRACTIONS

H4. PRINCESS SAI’S MAGICAL ICE CREAM ADVENTURE

In front of you there are several white table and chair sets with colorful flowered umbrellas shading them. Beyond is a building that looks like miniature castle. A brightly painted sign names it “Princess Sai’s Magical Ice Cream Adventure”. Inside lighted screens and signs have many columns of letters and numbers on them but they are too small to read from here.

Several shops throughout Willy World serve ice cream, but none of them provide the type of experience that can be found at Princess Sai’s. Here, visitors can select from over one thousand flavors of ice cream, or design their own using a simple interactive program via a touch screen. An almost infinite number of combinations are possible, including Jelly Bean Dreams, Peanut Butter Fudge Banana Delight, and Fishy Broccoli Surprise.

Once the robotic servers deliver the ice cream, the customer may exit the shop, relax in the provided indoor/outdoor patio area, or ride in a small boat

ride on a tour of the Princess’ domain. On the ride, the boat will pass pastoral scenes from the Princess Story complete with unicorns, butterflies, and cute cuddly characters. The story quickly outlines how Princess Sai’s royal parents were killed by a disloyal knight, before gliding past the modest hut where she grew up. Kept ignorant of her heritage for her own protection, she grew up deeply loving her “father”, the loyal guardsman Tank. At one point in the journey animatronic archers in the employ of the evil knight will fire their arrows down on the boat. The archers should get a surprise round to attack unless the party is specifically in combat mode. The boat ride concludes by floating past an animatronic version of the spectacular Royal Wedding that restored the Princess to her birthright and sealed her to her true love Prince Dashing.

Archer Automaton CR 2; Medium Robotic Construct; HD 5d10+10; HP 35; Mas -; Init -1; Spd 30 ft; Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +7 ranged (1d8+1, longbow); Full Atk +4 melee (1d6+1, slam), or +7 ranged (1d8+1, longbow); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot

H5. GRANNY WOMBAT’S FAMILY RESTAURANT

You are standing in front of a building that looks like an oversized hut. A brightly painted sign names it “Granny Wombat’s Family Restaurant”. Inside you can see orderly rows of round tables each with exactly six chairs. Friendly-looking human sized creatures with large whiskers

and furry bodies seem to be moving about purposefully.

The smell of cooking food reaches your nostrils reminding you how long it has been since you last ate.

Granny Wombat is the best cook in all of Happytown, at least according to Willy. Park visitors can test out this claim by visiting her restaurant located down the street from 1 Happytown Place. Animatronic cartoon wombat waitresses take the diner's order, and return shortly with delectable delights created using Granny's secret recipe that each have a pinch of love baked right in.

Don't forget to pay the android cashier on your way out, however.

H6. HAPPYTOWN SKYCAR COMPANY

Following the trail of the vehicles that float past overhead you come to a strange moving stairway that looks like it will take you up to a raised platform. A huge sign proclaims that this is "The Happytown Skycar Company", whatever that means.

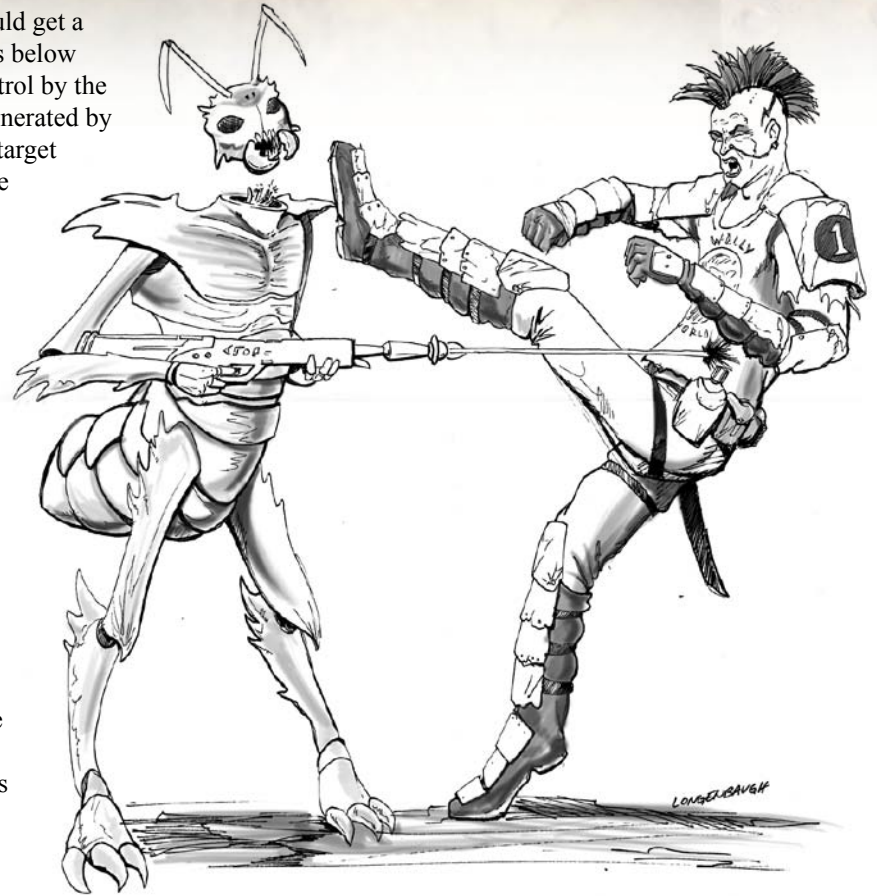
The inhabitants of Happytown in the cartoon all drive strange flying vehicles known as skycars. From one of the stations in the Happytown zone, visitors to the park may recreate the experience. By riding escalators up from ground level into the station, each rider or group of riders gets in line for the next car in the queue. All Skycars are loosely modeled on convertible Ford Thunderbirds from the 50's. Each one has a huge fake jet engine in back, and is brightly painted in one of the primary colors.

Once the riders are inside the vehicle and the safety fields activated, the car will journey to one of the other stations as indicated by the signs on the boarding

platform. During the approximately five minute ride, the occupants of the skycar should get a good birds eye view of the attractions below them. The skycar allows limited control by the driver, although the anti-grav field generated by the pylons will keep the travelers on target all the way to their destination despite their best efforts. The safety fields, like in other Willy World attractions, will prevent the rider from leaving their seat until the ride comes to a complete stop at the destination platform.

FUTUREWORLD

One of the traditionally more popular zones in Willy World, FutureWorld offers many opportunities for adventure. This zone was designed to appeal to the key teen and adult demographics and showcase WillyCorp's line of science fiction movies. The theme of the zone is ultramodern, which influences the layout and architecture of the zone. Many of the attractions are built in geodesic domes interspersed by towering supports for monorail tracks. Neon signs and gleaming silver accent the entire area. Dozens of moving walkways and escalators augment the pathways and the monorail to help visitors get around FutureWorld. Animatronic versions of popular characters like the evil General Slarg, Star Ranger Bob, and his robotic sidekick Quantim wander the curved paths of FutureWorld spouting their famous catchphrases.

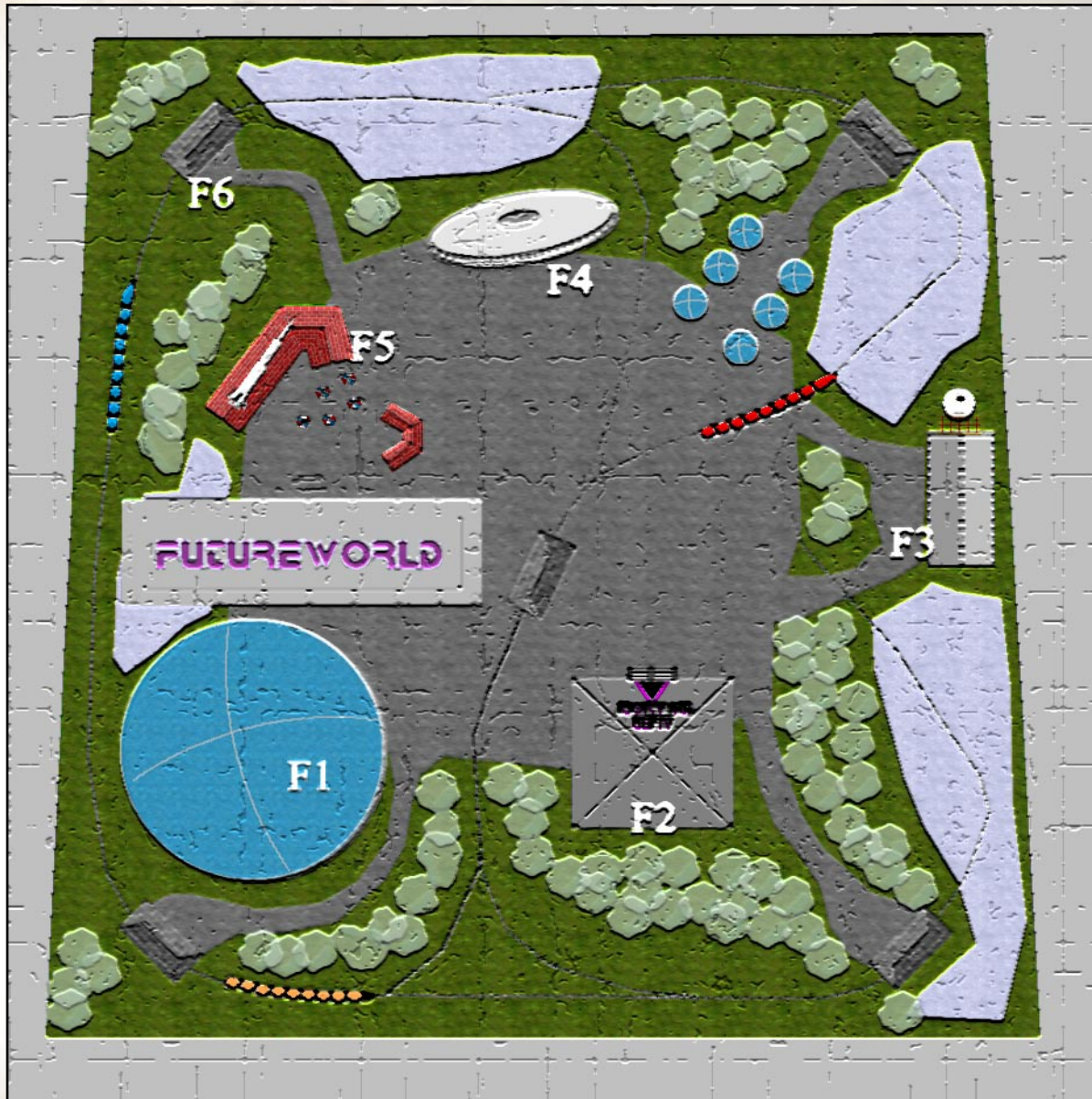


MAJOR ATTRACTIONS

F1. SPACEWALK ZERO-G DOME

This domed attraction will treat the visitors with a rare experience – a few minutes in zero gravity conditions.

Once your group has cleared the winding turnstiles outside and entered the Zero-G dome



the doors automatically close behind you. You notice racks of small hand held devices and metal handholds evenly spaced to cover the curved walls all the way up to the top. Slowly, the metal grate floor beneath your feet begins to open up, seemingly onto nothing. You feel very strange, and your feet begin to lift up off of the retracting floor as if you were floating!

The handheld devices are air packs. Each has a trigger that, when pressed, will deliver a small puff of air. Using these puffs of air, it is easy to navigate around the room. Some visitors enjoy just floating, while others will appreciate zooming around and bouncing off of walls. Those who did not grab an air pack and are not in reach of a wall to push off of will float slowly in place for the duration of the experience.

Once the five-minute long ride is finished, the anti-gravity field will gently herd everyone back to the starting place at the center of the dome and the floor will mechanically move back into position. The anti-gravity field will slowly weaken until the visitors are back on the floor, when the doors will open and let the group out before the cycle starts again.

F2. ALIEN INVASION!

Curious you enter into the immense pyramid marked with the words "Alien Invasion!" in a strange alphabet. Robotic ushers guide you to one of the rows of seats arranged in front of some sort of raised stage. The doors automatically close behind you.

The lights begin to dim as ominous music assaults you with sound. Fog starts to fill the stage as shadowy figures begin to emerge holding weapons.

An attraction based on the summer blockbuster hit of the same name, Alien Invasion! pits the visitors against waves of aggressive alien bugs out to destroy humankind.

Unfortunately, the designs for this attraction were more than slightly scrambled so the AI has compensated in the best way it could. The new design gives the bugs functional laser weapons and the authority to use them to provide a more realistic and exciting experience to the paying customers.

Alien Bug Soldier Automaton CR 3; Medium Robotic Construct; HD 5d10+10; HP 35; Mas -; Init -1; Spd 30 ft; Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +7 ranged (2d12, laser rifle); Full Atk +4 melee (1d6+1, slam), or +7 ranged (2d12, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot

F3. MARS EXPRESS LAUNCH EXPERIENCE

One building catches your eye. A large white tower of strange construction points towards the heavens, marked with the letters U.S.A in ancient. Curious, you enter into the building whose sign has the words "Mars Express" in a strange version of the ancient alphabet. Inside a large circular room, robotic ushers lead each of you to a seat and urge you to sit down. As you do, you suddenly feel extremely heavy, and cannot move your legs. Straps wind past your shoulders to attach to some sort of buckle with a loud snap. A loud voice begins counting numbers in ancient

backwards from ten. Your seat begins to shake and deep rumbling sounds fill the room.

This attraction provides a fairly realistic simulation of a liftoff for Mars atop a Saturn VII rocket. The outside of the building is mocked up to look like a Saturn rocket setting on the launch pad ready for a mission. Once inside, visitors are strapped into their launch console, and secured with safety fields. Then the simulation begins, with mechanical and anti-gravity systems providing sensations of vibration, g-forces, and zero gravity. The video footage is extremely realistic and lifelike, having been compiled from several high tech orbiting satellites. Huge full room curved screens depict the breathtaking views while a superior sound system helps to completely immerse the passengers into the experience.

The simulation lingers on video footage of Earth from orbit including a beautiful shot of the night side of the planet in all its pre-Fall glory, the blackness of space, shots of an immense space station tethered to the Earth by a long cable, a swing around the moon, and an asteroid flyby. From there the simulation proceeds on to orbit Mars and give a quick voiceover tour of major surface features like the giant volcano Olympus Mons, the huge valley Valles Marineris, and the supposed Mars face before zooming down into and across the large impact crater Hellas Planitia. Finally the simulation ends by slowly pulling back from Mars and fading to black.

OTHER ATTRACTIONS

F4. ROCKETBURGER

Your eyes are drawn to the brightly lighted silver and chrome building straight in front of you. On

the red roof of the building, a huge cylindrical object points up into the sky at an angle. The object has a point at one end, fins towards the bottom, and flames that don't seem to give off any heat at its lower end. A flashing neon sign blinks back and forth between the messages "Rocketburger" and "Awesome!" in red and white. Other lighted signs in the window depict various food items.

Outside the restaurant a series of tables with built in benches occupy the area in front of the entry doors. A metal one rolls up to you on shoes that have wheels on the bottom. It speaks to you in ancient "Welcome to Rocketburger, twice named as North America's best tasting pressed-peptide beef replacement sandwich. How may I help you?"

Rocketburger is your standard good old American hamburger stand. Robotic waitresses on roller skates will take orders from and deliver food to hungry patrons who may dine inside or outside. A plaque on the inside of the restaurant praises Rocketburger as having the "best tasting pressed-peptide beef replacement sandwich" in North America two years in a row.

F5. SPACERANGER STATION 10

The path you are walking on passes nearby a round wheel shaped building. The entire building seems to be tipped at an angle, and the outside edge of the wheel has circular windows evenly spaced around its circumference. The sign outside reads in ancient "Welcome to Spaceranger Station. Enjoy your stay."

Spaceranger Station is a combination attraction, gift shop, and restaurant. Inside, an open lobby has displays with replicas of some of the spaceship models created for the accompanying movie. Three large detailed models stand out the most, including Spaceranger Bob's cruiser "Tallahassee Jane", General Slarg's dreadnaught "Dark Smell", and a replica titled "Spaceranger Station Io" that looks remarkably like the outside of this building. To the left is a small gift shop that specializes in the Spaceranger line of toys, t-shirts, and other merchandise. To the right is a theme restaurant whose eccentric menu items also come from the movie. Some example menu items include "Talusian Surprise", "Rigelian Blue Banana Juice", and "Slarg-etti". Each of the windows in the building are actually video screens that show simulated graphics of the moon Io and the planet Jupiter along with spacecraft, both arriving to and departing from the station.

In the gift shop section the party might find items of use like walkie-talkies, flashlights, clothing, waterproof ponchos, colorful backpacks, insulated drink containers, blankets and sleeping bags, disposable digital cameras, watches, and other small electronic devices. Each will be functional, but very colorful and branded with a cartoon character. Typically adult sized items are usually more conservatively done than items designed strictly for children. You may take the statistics for these items from the Darwin's World player's guide.

As with all souvenir stands, failure to pay for merchandise is a violation of park policies. See the *Security Arrangements* section for more details.

F6. MONORAIL

Following path of the strange vehicle that occasionally whizzes past on the raised pylons leads you to a large concrete block building.

The monorail stations can be found at each corner of the FutureWorld zone, as well as at the center near the Alien Invasion! attraction. These small stations each have a blue line and a red line that head to opposite stations, and except for the central station there is another orange line that will take the travelers to the center of the zone. Monorail trains come and go from the station about once every five minutes. As with all other mass transit stations at the corner of a zone, there are two small tunnels or pathways that head to the neighboring zones.

CARNIVAL U.S.A.

This zone definitely has a patriotic theme. Red, white, and blue ribbons, flags, and streamers decorate almost everything. Carnival U.S.A is technically on an island, as a winding artificial river surrounds the zone and serves as the pathway for the SS Silver Belle steamship. As usual each corner of the zone has a landing for the steamship and tunnels under the river to adjoining zones.

MAJOR ATTRACTIONS

C1. GIANT FERRIS WHEEL

You've seen it from other locations, but the giant vertical wheel is even more impressive up close. It towers into the sky, taller than any tree you have seen. Slowly and gracefully the wheel spins around and around, stopping for a few minutes periodically before spinning again. Past the rows of turnstiles there is a small loading platform where a bucket seat of some sort could hold two people and lift them into the sky.

The Ferris wheel will restrain anyone who sits in it with a safety field. One ride takes approximately ten minutes, and should provide a good view of the layout of adjacent zones before returning the passengers to the ground.

C2. OLD GLORY

Towering into the sky, the pristine white structure is like nothing you have ever seen before. It winds like a snake eating its own tail, soaring high into the heavens before just as quickly plunging down towards the ground. Several serpent-like vehicles, similar in construction to others you have seen in the park, fly past on top of the structure on some sort of rails.

As you look more closely, you see that the structure is actually made of three sets of rails that twist and wrap around each other. Three vehicles flash past you, one white, one red, and one blue.

At what looks to be the entrance into three long walkways and turnstile areas there is a sign. It reads in ancient "Choose your path. Red. White. Blue."

Old Glory is a maglev technology based roller coaster that can exceed one hundred and twenty miles per hour thanks to integral anti-gravity safety fields. The theme of the ride is that three separate coasters race to the finish. In between, the coasters wind, twist, and curve around each other at extremely high speeds.

C3. PRESIDENTIAL MEMORIES

Your path leads you towards a two story white stone building with large columns in front. As you near the dignified looking building, you are approached by a single strange metal ones.

The building is the Hall of Presidential Memories, a tribute to ancient America's Presidents, great and small. The androids would speak lines attributed to the president they replicated. Originally, there was to be an android replica of each president, but again the scrambled databases have forced APOLLO to adapt. The only android model design that was not corrupted by the massive electromagnetic pulses of the Fall was the design for former President Ronald Reagan. These androids have been built in great numbers, literally flooding the area around the Hall of Presidential Memories and areas of the park nearby.

The androids will not attack or make any aggressive moves towards the party, and will try to flee if attacked. The androids will attempt to start up a conversation with the party, but will randomly respond each time it speaks with a canned quote from *Table 3 – Reagan Android Quotes*.

OTHER ATTRACTIONS

C4. CONEY PALACE

Again the smell of cooking food catches your nose, but this time you can figure out where it is coming from. Up ahead, a squat white wooden building faces out onto the river. Picnic tables are scattered around the patio outside the restaurant. A lighted sign notifies you that this place is the Coney Palace.

This location is a Coney island restaurant that serves all of your artery clogging favorites like chili dogs, cheese fries, hamburgers, and gyro sandwiches all made from 100% pure peptide nutrient paste.

TABLE 3: REAGAN ANDROID QUOTES

D20	Quote
1-3	"In this springtime of hope, some lights seem eternal; America's is." "You and I have a rendezvous with destiny. We will preserve for our children this, the last best hope of man on earth, or we will sentence them to take the first step into a thousand years of darkness. If we fail, at least let our children and our children's children say of us we justified our brief moment here. We did all that could be done."
4-5	"They say the world has become too complex for simple answers. They are wrong. There are no easy answers, but there are simple answers. We must have the courage to do what we know is morally right."
6-7	"The years ahead will be great ones for our country, for the cause of freedom and the spread of civilization. The West will not contain Communism, it will transcend Communism. We will not bother to denounce it, we'll dismiss it as a sad, bizarre chapter in human history whose last pages are even now being written."
8-9	"Republicans believe every day is 4th of July, but Democrats believe every day is April 15."
10-12	"Freedom is the right to question and change the established way of doing things. It is the continuous revolution of the marketplace. It is the understanding that allows to recognize shortcomings and seek solutions."
13-14	"We are indeed, and we are today, the last best hope of man on earth."
15-16	"Well..."
17-20	

C5. SALLY SQUIRREL'S SNOW CONES

As you walk down the path, a small wheeled cart rolls towards you. As it draws closer, the furry creature with a large fluffy tail that is pushing the cart begins to chatter at you in ancient. "Snow cones! Get your snow cones here!"

In a high pitched voice, the Sally Squirrel vendor android will try to get the party to purchase snow cones or a cool drink. After all, it sure is hot today.

C6. SS SILVER BELLE

You hear a loud whistle, and sounds of water splashing. Looking in that direction, you see a river front dock with a large white boat pulling along side. Attached to the rear of the boat is a large red wheel of some sort, which is slowly churning the water as the boat maneuvers up to the dock.

The SS Silver Belle steamship leaves every fifteen minutes or so on a slow winding tour around Carnival U.S.A. Two separate ships put in at each of the four stations in this zone in turn. The ship itself is a double-decker passenger carrier, with an inaccessible machinery deck in the hull below. Built in benches and railings provide the passengers with areas to sit or stand during the journey. Each bench has a lift up top, with a storage space underneath. Inside there are cases of canned inflatable life rafts and signal flares. The AI does not consider taking these emergency items theft; therefore no security response will be triggered if the party borrows some of the boat's equipment.

TABLE 4: NEW EQUIPMENT

Object	Size	Weight	Cost	Craft DC
Inflatable raft in a can	Tiny	3 lbs.	300 cp	20
Signal flare	Dim	.5 lb	100 cp	10

Signs point to the side of the dock area, where a set of stairs leads down to a door. Behind the door are two tunnels that head to the adjacent zones.



SILVER CITY

Silver City is modeled after the WillyCorp production of yet another animated feature length movie. *Willy Goes West* was a technological triumph at the time of its release due to its seamless integration of realistic human looking CGI actors and more traditional animated characters. The protests of the Screen Actors Guild over the inclusion of completely computer generated characters pushed the marketing campaign for the film front and center in the public eye, leading to a box office run of nearly mythical proportions.

In the film, Willy and his animated pals visit the old west town of Silver City and intervene to help the friendly locals out from under the thumb of the evil cattle baron and gunman Dark Dan. Dark Dan and his thugs terrorize the town throughout the movie, culminating in a shootout at the Double D Corral. The environment of the animated Silver City has been reproduced with excruciating detail, again with some "improvements" built in by the AI design programs to enhance the realism and excitement of the experience. The improvements most significant to the players include substituting the safety blank ammunition in the bad guys' six shooters with live rounds capable of injury or death.

Animatronic residents (both animated cartoon characters and human duplicate androids) carry out the day-to-day lives of the characters of Silver City. These characters will respond to inquiries in ancient with western clichés and simple answers about the town and its inhabitants that will usually steer towards an appeal to help the victimized town folk by cleaning out the criminals over at the Double D Corral.

MAJOR ATTRACTIONS

S1. DOUBLE D CORRAL

At the end of the dusty street, tumbleweeds roll past the entrance to a fenced in area that has a couple of horses milling around inside. As you approach, a man dressed fully in black with a long flowing coat and hat rises off of the porch of a rickety building. A half a dozen other scruffy looking human men arrange themselves on either side of the man in black under an overhead sign that reads Double D Corral.

The man in black throws his dark coat back, revealing a large firearm in a holster at his side. His cold, dark eyes bore into you as you make eye contact. He grins at you with impossibly white teeth as his fingers flex above the handle of the gun.

Upon the approach of the party, Dark Dan and his men will array themselves to recreate the climactic shootout. Once the party attacks, or Dark Dan decides the tension is strong enough and draws his gun, a firefight will ensue. The thugs will not leave the party in peace until they escape the Silver City zone or dispatch all of the androids. Unfairly, attempts to defend themselves will only cause the party to trigger AI security responses for destruction of expensive park equipment.

The Double D Corral should probably be placed at the opposite end of Silver City's dusty main street from where the party enters so that they may experience a little bit of the locale before the gunfight.

Dark Dan CR 5; Medium Robotic Construct; HD 7d10+10; HP 55; Mas -; Init +3; Spd 30 ft; Defense 19, touch 14, flatfooted 15 (+4 Dex, +5 natural);



BAB +4; Grap +5; Atk +5 melee (1d6+1, slam), or +9 ranged (2d8, .44 magnum revolver); Full Atk +5 melee (1d6+1, slam), or +9 ranged (2d8, .44 magnum revolver); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 18, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot, Lightening Reflexes

Gunfighter Automaton CR 3; Medium Robotic Construct; HD 5d10+10; HP 35; Mas -; Init -1; Spd 30 ft; Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +7 ranged (2d8, .44 magnum revolver); Full Atk +4 melee (1d6+1, slam), or +7 ranged (2d8, .44 magnum revolver); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot

S2. MINESHAFTER

Long lines of metal railings outline the winding path to the front of a cave entrance. Both sides and the top of the entrance is framed with large wooden beams. Small wooden carts on wheels ride on two rails into the cave entrance.

As you approach a short humanoid figure approaches. It has on disheveled clothing and a grubby white beard that covers its chest. It speaks in ancient "Howdy Partners. You have to be taller than me to ride the Mineshafter!"

The miner android will try to stop anyone shorter than it is (GM's choice – height of an average human child) from getting onto the ride for safety reasons. Ignoring the android on this matter will trigger a security violation that will draw the attention of the AI.

The Mineshafter is a roller coaster through dark mineshafts illuminated only by simulated torches. It starts off rather slowly before taking riders on a harrowing trip over what seems to be impossibly deep ravines, drop offs, and a raging waterfall that causes a cave in. The water then rushes near the cart until it escapes to freedom at the end of the ride.

Directly across from the Mineshafter entrance is Silver City's boot hill. Here a few tombstones have whimsical names and epitaphs of residents who have met an untimely end. Several of these tombstones refer to the victim having been put there courtesy of Dark Dan.

S3. MISS FERRET'S SALOON AND DANCE HALL

The largest building in Silver City is in front of you, with a sign titled Saloon. Two swinging doors mark the opening to this building off of the wooden porch that runs down the front of the structure.

This attraction is the stereotypical western saloon, complete with an aproned bartender wiping down glasses with a cloth. Behind the bartender are corked sarsaparilla bottles, and brass spittoons are located strategically on the floor. The tables and chairs all face towards the raised stage at the back of the large main room. Every hour, for fifteen minutes, a group of cartoonish androids will come on stage and perform a dance and skit.

Miss Ferret herself will make sure to approach the party in her fancy Victorian dress and beg for assistance from the evil Dark Dan.

OTHER ATTRACTIONS

S4. SILVER CITY STEAKHOUSE

The smell of cooking meat leads to the front of another ramshackle wooden building titled the Silver City Steakhouse.

The western themed restaurant in this zone provides a dining experience complete with complementary peanuts; an all you can eat salad bar, and the best New York strip in the entire world. All made from nutritive peptide paste with zero carbs and no fat!

S5. WHISTLIN' PETE'S GENERAL STORE

A two story white building looms above the covered wooden porch. On the porch a few barrels and a display of candy sit outside of the open door to Whistlin' Pete's General Store.

The general store is themed around its old west counterparts with barrels, boxes, and displays of common household items and food. Most of the items are themed to one or more of the Willy World characters in a shameless display of branding. At the GM's discretion, many items could be "purchased" here that may be of use to the party. Some suggestions are flashlights, child versions of digital two-way radios, foodstuffs, rope, rain ponchos, hats, leather belts, boots, and clothing. Again, unless the party can pay the required WillyBucks, the AI will dispatch security drones to deal with the theft of park property.

S6. SILVER CITY RAILROAD

The transportation in this area appears to be the large, noisy machine you see just ahead, riding up a pair of rails next to a wooden building. As it pulls to a stop, it lets out one more blast of smoke and a loud whistle.

The Silver City Railroad leaves a station every fifteen minutes as it winds around the perimeter of the Silver City zone. It pauses at each station for a few minutes to allow passengers to load and unload, before blasting its steam whistle and moving on to the next stop. Each station has pathways that connect to adjacent zones' mass transit stations.

ADRENALINE ZONE

Adrenaline Zone was designed to attract the key 18-30 demographic to the Willy World theme park. Tailored to extreme sports enthusiasts and others with a "need for speed", the zone was designed to be a huge draw for thrill seekers too mature to rub elbows with cartoon characters.

This zone is all about efficiency. All of the paths between attractions have a moving walkway component to speed impatient riders to their favorite attractions more quickly. The attractions themselves are the biggest and baddest Willy World has to offer. No animatronic characters roam this zone, and there are no dangerous encounters to be found here unless the party violates a park rule or goes into dangerous machinery areas.

MAJOR ATTRACTIONS

A1. MEGADROP

You are standing in front of the towering structure you have seen from afar. You stand in awe as a cage is lifted up hundreds of feet into the air by machinery that is clacking and straining with the effort. Suddenly, the car falls the entire distance down in seconds, only to coast to a stop at the building at the base of the tower.

The MegaDrop has one and only one purpose, which is to deliver the sensation of falling from a large height safely.

A2. SUPERCOASTER

Towering into the sky, the pristine white structure is like nothing you have ever seen before. It winds like a snake eating its own tail, soaring high into the heavens before just as quickly plunging down towards the ground. A serpent like vehicle similar in construction to others you have seen in the park flies past on top of the structure on some sort of rails. The vehicle takes several turns and twists before going upside down through a giant loop and eventually returning to the station structure.

At the front of the winding line into this structure there is a small cart with a display of hats and shirts. Each one I proudly displaying in ancient that reads, "I survived the SuperCoaster!"

The SuperCoaster is similar in appearance to the Old Glory coaster in Carnival U.S.A., only built on a much larger scale. The SuperCoaster dispenses with the three-tracked race concept for one immense roller coaster designed to make the most exciting moves, largest drops, and highest speeds. For this reason, the entire area around the attraction is plastered with signs reminding customers that people with heart or back trouble, or that are pregnant should not ride the roller coaster. Those with weak constitutions or that are unfamiliar with high speeds may need to make a Fortitude save (DC5) to keep from blacking out from the extreme g-forces on this ride.

Entry into the SuperCoaster car requires the lockdown of an overhead padded restraint in addition to the anti-gravity safety fields employed as restraints on virtually all attractions at Willy World.

A3. FORMULA X RACING

The whine of machinery grows louder as you approach a large fenced area. Colored banners, some in a checkered black and white pattern, flutter in the wind above the central building and the fence line. Small one-person vehicles that remind you of some models of junked ancient automobiles sit idling at a line. A pole with lights on it shows a green light, and the vehicles take off around a curving road in some sort of a race.

This attraction allows the party to take their turn racing a go-cart type replica of a racecar against each other and AI controlled carts. Once the light turns green, the accelerator will be enabled, otherwise the car will just sit and idle until the next race.

OTHER ATTRACTIONS

A4. WILLY'S X-TREME CUISINE

The smell of cooking food leads to the front of a gaudy building with a flashing neon sign that reads Willy's X-Treme Cuisine.

The extreme sports themed restaurant in this zone provides a dining experience complete with fish tacos, tofu munchie sticks, and 57 varieties of gourmet salads. Each is made from nutritive peptide paste fortified with 100% of the required daily allowances of vitamins and minerals!

VR booths near the rear of the building allow the users to safely experience via simulations various extreme sports activities including wind surfing, skiing, bungee jumping, and hang gliding.

A5. FILL 'ER UP!

The smell of cooking food leads to the front of a building with a lighted sign that reads Fill 'er Up. In front of the building one of the strange beings who inhabit this place puts a hose from a square stand into an ancient motor car and holds it there for a few seconds before replacing it on a hook. After a pause of a few more seconds, it repeats the same strange sequence of events.

This theme restaurant is modeled on a gas station owing to its proximity to the Formula X racing

TABLE 5: RESOURCE FACTORY CREW MAKEUP

Drone Model	Function	Number
Resource Factory Droid	Resource collection, materials manufacturing	1
Slicer Drone	Prepare zone for resource collection	12
Construction Robot (Modular Labor Robot Model II)	Preposition building materials	6
Sentry Drone Model IV	Protect resource factory and construction operations	6

attraction. Here standard fare of individual slices of pizza, hamburgers, fries, and free-refill soda stations provide sustenance to hungry patrons.

A6. PEOPLE EXPRESS

Sets of wires suspended above the ground between a series of poles seem to carry small buckets that could carry people from place to place. The buckets seem to come and go from a small building just ahead of you.

The People Express is another mass transit system to carry passengers to the stations situated at each corner of the zone. Each corner station has a pair of labeled pathways that lead to the mass transit stations in adjoining zones.

RESOURCE MINING AND CONSTRUCTION ZONES

When APOLLO came back online and made the decision to begin park expansion, it was faced with several new problems to solve. The construction needs of the expansion plan were relatively easy to fulfill. APOLLO still had the automated factories and designs for worker robots sufficient for the necessary construction tasks. However, AI routines responsible for resource planning and allocation calculated that the level of construction materials on hand were not sufficient to complete any large-scale expansion

project.

In response, APOLLO dedicated most of his processing resources to computer model and design new series of drones that could process the surrounding landscape into the raw materials required by the construction crews. Once the design was completed, the AI built a new robotic assembly line to manufacture these immense resource factory drones. Two years after APOLLO's rebirth, the first resource factory rolled out of the tunnels beneath Happytown and began preparing the first of many new park zones.

RESOURCE FACTORY ROBOT CREWS

As the park expands outward, APOLLO's planning routines mark the surrounding territory into new zones, and assigns construction resources to improve the property. The first step in integrating a new zone into the park is to prepare the land for resource collection. This task is undertaken by dozens of small slicer droids. Each slicer is equipped with one high power plasma-cutting beam, which it uses to traverse the new zone and slice any sizable obstructions into smaller pieces that can be more easily manipulated by other robots.

Only one of the massive resource factory drones work each Resource Mining Zone at a time. The two story tall vehicle uses a combination of giant treads and anti-gravity fields to slowly traverse the area in an efficient coverage pattern. Using plasma beams and massive scoops, everything above ground level including rocks, trees, ruins, or current human habitation is reduced to rubble to feed the machine's "atomizer". In the atomizer, all of the input material is crushed into sludge, the water is removed, and then a fine powder is created in a series of processing steps. This material is finally vaporized with plasma beams and passed into a magnetic induction device that separates the constituent atoms into storage tanks by atomic element. These elements are used in varying

combinations to create the basic building blocks of the park. These materials are extruded out the back of the resource factory as completed sheets of steel and various polymers including synthetic wooden panels, large blocks of other polymer materials to be further reprocessed, and vats of peptide paste. These materials are gathered by other construction drones and placed in piles at various locations throughout the zone to facilitate the construction of the zone attractions, landscaping, transit mechanisms, and decorations.

Once the area for the zone has been cleared and prepared, the resource factory and its accompanying construction drones will move on to the next zone they are assigned by the central AI planning routine. Since the resource factory crews are usually on the front lines of the park expansion, they are the most likely first contact the various scattered survivor communities will have with APOLLO's expanding domain. The resulting friction has caused the AI to assign half a dozen security drones to guarding each resource factory as it performs its necessary work.

CONSTRUCTION CREWS

Once the resource factory has processed the raw materials, the builder crews move in to complete the construction of the zone. Armed with designs of the zone they are building, the builder bots excavate sub levels, dig tunnels, pour polymer-crete foundations, and begin placing structures. Other dedicated crews transform the basic building blocks provided by the resource factory into the specific parts needed to build a Ferris Wheel, roller coaster, or restaurant along with their accompanying contents. Within a few months, Willy World has a new area up and running, ready to provide enjoyment to customers who will never come.

TABLE 6: CONSTRUCTION CREW MAKEUP

Drone Model	Function	Number
Custom Manufacturing Droid (Modular Labor Robot Model II)	Component manufacturing	6
Construction Robot (Modular Labor Robot Model II)	Assemble components, general tasks	50
Excavation Robot (Modular Labor Robot Model II)	Excavation of tunnels, sublevels	8
Polymer Casting Drone (Modular Labor Robot Model II)	Extrude poly-crete building foundations, walkways, structures	4
Sentry Drone Model IV	Protect construction operations	4

PARK OPERATIONS OFFICE

Beneath the gaudy attractions of Happytown are the more business like sublevels that comprise the Park Operations Office. Numerous hidden lifts throughout the zone provide surface access for APOLLO's minions. The presence of newly manufactured robots moving out from the center of the park en route to their assigned work zones is one of the telltale signs that the original Happytown zone is different and somehow significant.

Depending on how much time you want your party to spend exploring down here, you may choose to send them directly into the AI control areas for the final confrontation. Security doors can control access to each area with the exception of the AI control room, which was only allowed human protections by law. Feel free to use the security doors to control where your party goes in the sublevels beneath Happytown. The area descriptions below assume that all of the areas are accessible to the party.

Beyond the Maintenance Shop (P5), the tunnels continue to the north and east to connect with other park sublevels. These sublevels contain additional manufacturing facilities for robots and consumer goods that are not detailed here. In addition, the tunnels connect to the machinery spaces located beneath each sublevel. These tunnels are secured at each major intersection with a security door.

SUPPORT FACILITIES

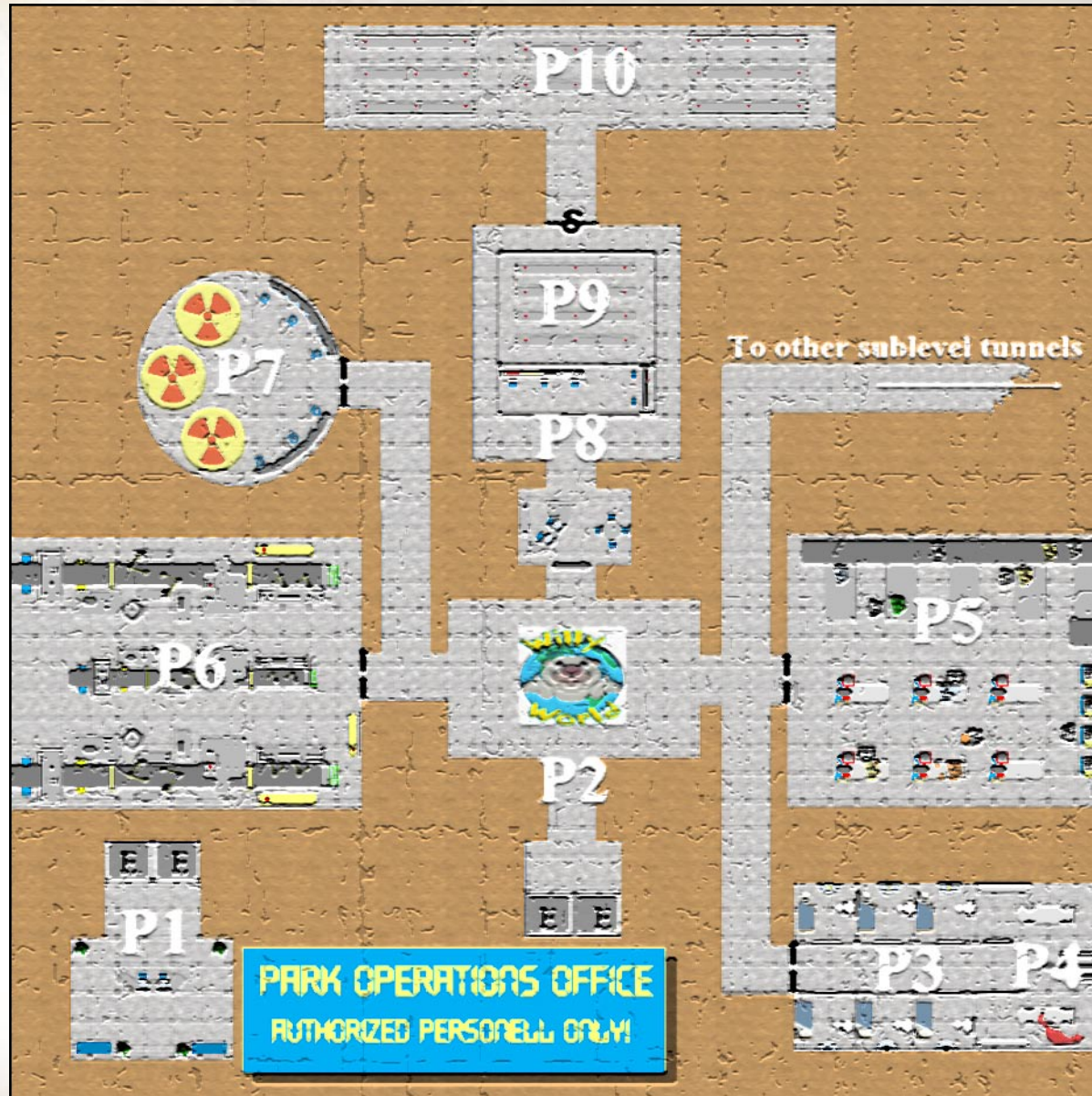
Many facilities essential to the automated operation of the park fill the underground levels at the center of Willy World. Some of this area is given over to the quantum computer equipment that serves as the physical body of the APOLLO AI. The bulk of the space is given over to the power generation, manufacturing, and maintenance areas necessary for APOLLO to keep his legions of robotic minions efficiently working to implement expansion plans.

P1. MAIN LOBBY

Located discreetly off the main attraction path in 1 Happytown Place, a nondescript door leads to the main lobby of the park operations office. Here lost children could wait for their parents to come and get them, or look for items in the lost and found.

This open room has a waiting area near the front complete with blue couches. A central desk island has two computer units that can display security cameras and park information (Computer Use DC25). In a drawer beneath the desk there is a first aid kit as outlined in the *General Park Layout - First Aid Stations* section above.

During the time of the ancients, human security personnel would have been stationed in this area to guard the twin sublevel access elevators located at the rear of the room.



P2. SECURITY LOBBY

Entry to the security lobby is via the elevators up to the Main Lobby (P1) or via other sublevel tunnels. This large open space is actually three separate rooms. The elevators open into a small, bare space with a single wide hallway exiting to the north. Following that hallway leads to a large room in the center of the complex. This room has a large tile mosaic of the WillyCorp logo on the floor and wide hallways that lead to all other sublevel areas.

The hallway to the north of the central room actually has the security desk that prevents access to the APOLLO supercomputer. Entry to this room is through a metal detector. Since all security processes guarding the AI computer were under human control, there are no adverse consequences to setting off the metal detector.

The remainder of the security lobby is an angled desk like the one in the Main Lobby (P1) and a small break area. In a locker behind the desk there are six H&K MP-5 9mm submachine guns, twelve spare 9mm ammunition clips, two stunner pistols, four power cells, and six stun grenades. The statistics for these weapons can be found in the *Darwin's World Player's Guide*.

The hallway leading north out of the security lobby leads directly to the Control Room (P8).

P3. HOLDING PENS

These holding pens can, at any one time, hold a few dozen captured humans. APOLLO keeps subjects here while evaluating them, before moving them to the labs for further "analysis".

Behind the outer door, each small pen has a simple cot, a commode, a sink, and a wall dispenser that pours out cool drinking water and nutritious peptide paste on demand.

P4. BEHAVIORAL EXPERIMENTATION LABS

These rooms might more accurately be called torture chambers, although the AI certainly doesn't see things that way. As part of APOLLO's education regarding human behavior, these labs were established to see how humans react to certain stimuli. These stimuli include being pulled apart slowly, sliced with lasers, burned by heat, and watching other humans meet similar fates.

While the individual lab can look like the back of a butcher shop during an experiment, the rooms are cleaned quite thoroughly afterwards by a janitor droid. Each room is simple, with only a large table set in the middle of each. Each exam table has straps to restrain the subject's arms and legs, and electronic servomotors to raise, lower, and angle the table to the needs of the robotic examiners.

P5. MAINTENANCE SHOP

This high tech shop provides for all of the maintenance and repair needs of Willy World's robotic denizens.

A series of bench tops serve as the workspaces for the numerous repair droids buzzing around the shop. Each repair unit has an integral set of tools mounted into their arm that can disable, diagnose, and re-construct various robot models as necessary. A conveyor belt brings units in for repair from another adjoining area where damaged units congregate or are brought by janitor droids. Robotic technicians triage the units, making a decision on the repairs required for each unit. Damaged units that are unsuitable for repairs, or recently retired models of various drones, are pushed onto another conveyor at one end of the shop that leads to recycling units. The constituent resources of the unlucky drone will be reused in the automated factories to build shiny new robots.

A series of enclosed machines in the rear of the large room are custom manufacturing units, known

as CMU's. These machines are used when a robotic repairman needs a spare part to return a mechanical brother to working order. The CMU uses a process known as advanced stereo lithography to create custom "one-of" manufactured parts, and can manufacture any robotic component from the designs kept in APOLLO's databases. A laser beam ionizes specific areas inside of a vat of metallic polymer, causing it to harden as a part is built up in a 3D fashion from bottom to top. Different intensity and wavelength laser pulses crystallize the polymer into different types of output materials as required. When the process is completed, the spare part is an exact clone of the original digital design. The time required to manufacture a part varies based the complexity of the design, but most components can be ready to install in a matter of a few hours or less.

P6. ROBOTIC FACTORIES

The leading robotic companies in the United States were contracted to build and maintain the original factories built onsite by WillyCorp. These facilities were designed to require the minimum level of human involvement possible to maintain day-to-day operations. The original designers have done so well that the factories still produce additional drones for APOLLO's expansion program to this day. Worker robots built in the very same factory keep it running as necessary, making this facility a self-sustaining system as long as adequate power and raw materials are available.

The factory floor is a chaotic and dangerous, place. The standard maintenance drones crew the automated lines, performing maintenance tasks and keeping the machines running smoothly. Individual components are created with high speed versions of the CMU's used in the maintenance shop, and utilize the same designs. These components are built into sub-assemblies by various automated machines scattered

throughout the factory. Electric arc welders and soldering irons throw sparks throughout the complex as these subcomponents are completed and attached to a drone frame. Eventually each subcomponent is used on one of the main assembly lines to produce a completed drone.

The immense resource factory drones were built in a different, custom built facility located elsewhere in the Happytown sublevel.

P7. FUSION POWER PLANT

These automated fusion reactors originally provided all of the electrical power for the Willy World theme park. The rapid expansion of the park required significantly more power, so APOLLO added a fusion reactor to the sublevel design in each implementation of the Happytown zone. The original power plant then is just part of a larger grid, whose destruction would not guarantee shutdown of the AI computers.

If the party could somehow manipulate the controls of the system to disable safety protocols and initiate a runaway reaction, the entire original park would be vaporized in the ensuing explosion. This would require a character with the Advanced Technology feat, the ability to read ancient, and the use of the Knowledge (technology) skill to defeat the computer systems (DC30). Any failed access attempt or a physical attack on the reactor controls would provoke a level six security response as outlined in *Table 2 – AI Security Responses*.

APOLLO CONTROL

Once the clearly unauthorized party has entered into the AI control area, APOLLO will trigger a level six security response as outlined in *Table 2 – AI Security Responses*. Killer drones will marshal outside in the corridors, ready to defend the AI at the slightest provocation. First, however, the AI will try to

negotiate its way out. See *Concluding the Adventure* for more details on how to run this final confrontation.

P8. CONTROL ROOM

Strangely enough, this room is completely open to the outside world without any of the annoying security doors that block access to other park sublevel areas. In the time of the ancients, there was a significant amount of fear over the increasing sophistication of AI's and the responsibilities being given to them. The general populace in America always had quite a bit of mistrust for super-intelligent computers, even while they paradoxically welcomed them into their homes. This mistrust was continually reinforced in ancient culture by numerous movies, science fiction authors, and RPG designers. Therefore, many of the governmental regulations that pertained to AI's have required them to be physically accessible in a direct manner. No computer controlled doors or security mechanisms could prevent a human from entering into an AI control room. Instead, human security guards would be relied upon to control physical access to these sensitive facilities.

A dizzying array of flat panel monitors and control panels fill this room. Characters with computer or other appropriate technology skills can use many of these screens to see what is going on (similar to the Interactive Maps found throughout the park), but any commands to the AI require a successful DC30 check. Most of the screens show the status of the hardware, park information, and virtually endless scrolling lists of requests for human intervention. Other screens show the view of various security cameras located throughout the park. Some lists are logs of activity queued up waiting for law enforcement action, while others are requests from the AI to its human masters to restore critical command files lost during the Fall.

The rear of the room is a wall with its top half made

of Plexiglas and a door entering into the Quantum Computer Banks room.

P9. QUANTUM COMPUTER BANKS

This room is filled with racks from floor to ceiling. The racks contain quantum computers, each of which is a node in the parallel system that makes up APOLLO's brain. Smashing enough of these computers would degrade APOLLO's intellect, while smashing them all will shut down the park completely over time. The droids will continue with their present instructions until they are complete, at which time they will sit idle awaiting new commands from the AI.

P10. APOLLO II CONSTRUCTION

Behind a secret door (Spot DC15) in the hallway around the AI control room lies the crown jewel of all of APOLLO's recent efforts. As the park has expanded, some of the AI routines for planning have noted that before the expansion plan is complete, APOLLO will have great difficulty managing the park with its current resources. While formidable, the quantum computers in APOLLO's brain do have finite limitations. Since the AI's approach to problems is to find a way around them, APOLLO took the logical step of pulling its own design blueprints and scaled them up to make another AI core three times as powerful as the original.

Construction for APOLLO II is currently underway in this area by a group of construction droids. When complete, APOLLO intends to copy his programs and data to the new hardware. With the new computer banks, the AI will be able to better analyze and solve problems by having more raw computing power available to devote to nonessential activities. Should the party destroy the APOLLO computer without finding the new construction, they may be in for a future surprise when their former enemy returns more powerful than ever.

CONCLUDING THE ADVENTURE

Once the party enters into the AI control area, the stage is set for the final confrontation. If your party has entered the park for a different purpose other than direct confrontation (perhaps one of the suggestions in the *For the Players* section above) you may want to conclude the adventure in a different way that fits your campaign goals.

Since most parties who brave the dangers of the park to get to the center will wish to eliminate the robotic menace once and for all, there is going to be a fight. However, APOLLO has one trick left up its sleeve before unleashing the powerful killer droids near its sensitive computer equipment.

When the group enters the control room, a humanoid robot will approach them. The robot is under the direct control of APOLLO, and will attempt to talk the humans out of destroying the computer. APOLLO has collected a lot of data over the years on how humans try to make last ditch efforts to protect themselves from death. The AI will attempt to use this data, with macabre results.

The humanoid drone will attempt at all times to stay between the party and the door to the quantum computer banks. Meanwhile, it will attempt to derail the players by playing recorded audio portions of its experiments in an attempt to beg for mercy. If the party catches on to what is happening, particularly if they have already toured the holding pens and labs, they may have a very emotional reaction. Some of the pleas may be in ancient, guttural, or another dialect unknown to the party.

When all looks hopeless for the AI, it will send in killer drones for the fight to the finish. The AI menace will only be fully destroyed by making the fusion reactors go critical or via the more conventional destruction of both APOLLO and the secret APOLLO II construction site.

APOLLO'S MINIONS

The robotic denizens of Willy World all operate based on commands given to them by the APOLLO supercomputer. They all have some level of autonomy, usually through various task programs that allow them to perform their primary function. When additional input is required beyond their basic programming, the drones will usually wait for commands to be delivered via the slave link each shares with APOLLO.

Each robot model at Willy World is briefly described below. The statistics for these robots are based on the rules outlined in the Darwin's World Metal Gods supplement.

SECURITY DRONES

These robotic watchmen are charged with maintaining order in the park. APOLLO dispatches one or more security drones to deal with infractions of park rules as described in the *Security Arrangements* section above.

SHERIFF SAM

Sheriff Sam is the lovable lawman of Willy's cartoon realm. The sheriff is always there to help the residents of Happytown overcome the obstacles of life and dispense his unique brand of wisdom.

This model of security drone is outwardly modeled on the ten-gallon hat wearing, gray mustachioed hero of WillyCorp's line of animated features. Internally, it is a fully functional security robot as used by many of ancient America's police and security firms. It is lightly armed with only a stun pistol, which it will use to protect itself or subdue offenders as necessary.

Due to the need to be sensitive, particularly when dealing with children, a Model III drone almost

always handles initial security contacts, with its nastier cousins remaining reserved for more serious breaches of park policy. Despite being tasked with being diplomatic towards paying customers, Sheriff Sam never backs down from a fight, and neither will this drone.

Sheriff Sam (Sentry Drone Model III) CR 3; Medium Robotic Construct; HD 5d10+10; HP 38; Mas -; Init -1; Spd 30 ft; Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +7 ranged (1d6 plus paralysis, stun pistol); Full Atk +4 melee (1d6+1, slam), or +7 ranged (1d6 plus paralysis, stun pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: Diplomacy +5

Feats: Advanced Technology, Point Blank Shot

SENTRY DRONES

This model was one of the best security robots available to private firms who did not invest in more restrictive (and costly) military licenses. WillyCorp's original security needs were only seen as minor, with human guards and local law enforcement on-hand should things escalate beyond the capabilities of these drones.

Once security matters have escalated to the point that sentry drones are brought in, they will fight effectively, if not always intelligently. The main method of operation for these drones is all out frontal attack until offenders are neutralized and pose no further threat to park property. Incapacitated offenders will be taken to holding pens to wait for their transfer to legitimate law enforcement personnel, which may be a long time in coming. From time to time, these individuals will also become part of

APOLLO's macabre human behavioral experiments (see the *Park Operations Office - Behavioral Experimentation Labs* section for more details).

Sentry Drone Model IV CR 5; Large Robotic Construct; HD 7d10+20; HP 59; Mas -; Init -1; Spd 20 ft; Defense 23, touch 8, flatfooted 23 (-1 Dex, -1 Size, +15 natural); BAB +5; Grap +14; Atk +9 melee (1d8+5, slam), or +5 ranged (1d6 plus paralysis, stun pistol); Full Atk +9 melee (1d8+5, slam), or +5 ranged (1d6 plus paralysis, stun pistol); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 5/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +1, Will -3; AP 0; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot, Precise Shot

KILLER DRONES

After experiencing some construction delays during the initial phases of the expansion plan, APOLLO's efficiency subroutines ranked 'human interference' and 'lack of security' as the top two reasons for total construction overruns. APOLLO is not truly creative in any real sense, but is more than capable of mixing and matching the knowledge in its vast databases to tackle a problem. The AI established two competing threads to tackle the problem in parallel. These programs were tasked with creating a new security drone design with more firepower.

The winning security drone design re-used much of the Model IV's hardware and programming internally. Externally the Model V is a completely different looking beast. This drone has an upsized frame and a shoulder mounted plasma beam that is scaled up from industrial plasma cutters. The external armor plates of the Model V are hardened alloys originally used

to coat the tips of excavating equipment. The killer drone boasts improved targeting programs that allow greater accuracy and additional attacks over the Model IV. Twice as much internal power and more powerful servomotors round out this formidable new design.

In combat, the Model V's behaviors are very similar to its less lethal predecessors. Hence, killer drones favor direct and intense assaults over more subtle tactics when dealing with security violations.

Killer Drone Model V CR 7; Huge Robotic Construct; HD 12d10+40; HP 106; Mas -; Init +2; Spd 20 ft; Defense 24, touch 6, flatfooted 24 (-2 Dex, -2 Size, +18 natural); BAB +9; Grap +25; Atk +15 melee (1d8+8, slam), or +7 ranged (1d6 plus paralysis, stun pistol), or +7 ranged (3d10, plasma pistol); Full Atk +15/+10 melee (1d8+8, slam), or +7/+2 ranged (1d6 plus paralysis, stun pistol), or +7/+2 ranged (3d10, plasma pistol); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 10/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +2, Will -3; AP 0; Rep +0; Str 26, Dex 7, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot, Precise Shot, Room Broom, Improved Initiative

DIRECT CUSTOMER ENTERTAINMENT DRONES

With the decision to make Willy World a fully automated revenue machine, great pains were taken to make the robots that were to interact with humans as realistic as possible. Initial plans called for several different models of drones for specific functions. This proliferation regarding the number of robotic models was later greatly reduced for efficiency reasons.

During the final upgrades, one generic automaton was designed with loose enough behavioral programming that they could perform many customer relation roles throughout the park. These drones

could be re-skinned and re-programmed to serve the patrons as wait staff, dancers, alien bugs, celebrity replicas, or old west rustlers. Today this one versatile model of drone can easily fulfill these and other profiles as necessary for park operations with minimal reconfiguration.

GENERIC AUTOMATONS

Despite the wildly different shapes and visible appearance of the denizens of Willy World, most of the ones visible to casual park visitors are based on one robotic design. Such generic automatons without specific "conflict" programming will typically flee if confronted with violence. Those models used in interactive attractions like the Double D Corral, Alien Invasion!, and Princess Sai's Magical Ice Cream Adventure will directly attack based on their software triggers. With little in the way of tactics or subtlety, these encounters will follow the script of the automatons attacking visitors to the attraction in a frontal assault until the robots are destroyed, the party is destroyed, or the party flees away from the attraction. Inevitably, character attempts to protect themselves will violate park policy and provoke an AI response (see the *Security Arrangements* section for more details).

Generic Automaton CR 2; Medium Robotic Construct; HD 5d10+10; HP 38; Mas -; Init -1; Spd 30 ft; Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +7 ranged (with targeting program loaded); Full Atk +4 melee (1d6+1, slam), or +7 ranged (with targeting program loaded); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot

IMPROVED AUTOMATON

A 'souped-up' version of the generic automaton was designed with speedier controllers and servomotors to serve as the template for the Dark Dan villain. These design changes were undertaken to more clearly show the blazing draw speed the villain displayed in *Willy Goes West*.

Much like the rumors of unique zones outside of the original five templates, rumors abound of other automatons being built on the improved template but this cannot be confirmed.

Improved Automaton CR 5; Medium Robotic Construct; HD 7d10+10; HP 59; Mas -; Init +7; Spd 30 ft; Defense 19, touch 14, flatfooted 15 (+4 Dex, +5 natural); BAB +4; Grap +5; Atk +5 melee (1d6+1, slam), or +9 ranged (with targeting program loaded); Full Atk +5 melee (1d6+1, slam), or +9 ranged (with targeting program loaded); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +4, Will -3; AP 0; Rep +0; Str 12, Dex 18, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Point Blank Shot, Improved Initiative

WORKER ROBOTS

These models perform all the day-to-day tasks that keep Willy World running. Most of the worker drones are hidden away in sublevels or are directly out front in resource mining and construction areas. A few models can be seen performing maintenance tasks or custodial duties throughout the park zones, although much of this activity takes place at night.

When obstructed, worker robots will attempt to maneuver around any obstacle to continue a task. Impeding any worker robot from performing its

assigned tasks will be dealt with as outlined in the *Security Arrangements* section above.

SLICER DRONE

While not a combatant model of robot, the slicer drone is still a dangerous foe. The main task of this drone is to reduce surface debris into smaller, more manageable chunks for the larger resource factories to process. Waves of the small slicers fly through resource mining zones preparing the way for complete leveling by the immense factories.

Sadly, human beings fall neatly into the size category that these drones are programmed to “reduce”, with potentially gruesome results.

Slicer Drone CR 2; Small Robotic Construct; HD 2d10+5; HP 16; Mas -; Init -1; Spd fly 40 ft (good); Defense 20, touch 15, flatfooted 17 (+3 Dex, +2 size, +5 natural); BAB +1; Grap -1; Atk +6 ranged (3d10, plasma cutter); Full Atk +7 ranged (3d10, plasma cutter); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +5, Will -5; AP 0; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: none

Feats: Advanced Technology, Lightening Reflexes

MODULAR LABOR ROBOT MODEL II

This core robot design can be modified with programming task changes and add hardware to perform almost any maintenance or construction related task. With these add on modules, MLR II's can extrude poly-crete for any park structural element, repair other drones, construct zone facilities, and operate complex robotic factories and fusion plants. Some configurations of this model receive actual AI programs limited to efficiently performing a certain task. In particular, manufacturing droids have an AI brain to control an integral CMU (custom

manufacturing unit). These droids have enough sophistication to manufacture parts and coordinate other drones towards completing huge construction projects independently. APOLLO still directs and prioritizes these efforts, so even these droids have little independence beyond their pre-programmed tasks.

None of the varieties of robots built from this basic model will attempt to defend themselves. In fact, the greatest danger they pose to humans is inadvertently smashing them when people go into restricted work areas.

Modular Labor Robot Model II CR 4; Large Robotic Construct; HD 5d10+23; HP 51; Mas -; Init -1; Spd 20 ft; Defense 18, touch 8, flatfooted 18 (-1 Dex, -1 Size, +10 natural); BAB +3; Grap +13; Atk +9 melee (1d8+5, slam), or +2 ranged (, plasma cutter); Full Atk +9 melee (1d8+5, 2 slams), or +2 ranged (, plasma cutter); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 3/-, electricity resistance 10, internal power source, modular; AL none; SV Fort -, Ref +1, Will -3; AP 0; Rep +0; Str 22, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Craft (mechanical) +10, Craft (electrical) +10, Craft (structural) +10

Feats: Advanced Technology, Lightning Reflexes, Toughness

RESOURCE FACTORY

Only one of the massive resource factory drones work each Resource Mining Zone at a time. The two story tall vehicle uses a combination of giant treads and anti-gravity fields to slowly traverse the area in an efficient coverage pattern. Using plasma beams and massive scoops, everything above ground level including rocks, trees, ruins, or current human habitation is reduced to rubble to feed the machine's “atomizer”. In the atomizer, all of the input material

is crushed into sludge, the water is removed, and then a fine powder is created in a series of processing steps. This material is finally vaporized with plasma beams and passed into a magnetic induction device that separates the constituent atoms into storage tanks by atomic element. These elements are used in varying combinations to create the basic building blocks of the park. These materials are extruded out the back of the resource factory as completed sheets of steel and various polymers including synthetic wooden panels, large blocks of other polymer materials to be further reprocessed, and vats of peptide paste.

Resource Factory Droids will usually not attempt combat, preferring instead to call on security drones to protect them in case of attack. However, should any foolhardy human get too near to the massive maw at the front of the machine, powerful arms will scoop up the unlucky human and throw him or her into the atomizer to be broken down into constituent atoms. Human bodies conveniently have many of the proteins needed to create the polypeptide paste used to manufacture food at Willy World.

Soylent green is people, indeed.

Resource Factory Droid CR 25; Colossal Robotic Construct; HD 32d10+120; HP 320; Mas -; Init -1; Spd 10 ft; Defense 18, touch 8, flatfooted 18 (-3 Dex, -1 Size, +10 natural); BAB +24; Grap +41; Atk +9 melee (4d6+17, slam); Full Atk +9 melee (4d6+17, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), internal power source; AL none; SV Fort -, Ref +1, Will -3; AP 0; Rep +0; Str 45, Dex 4, Con -, Int 10, Wis 10, Cha 1.

Skills: Craft (mechanical) +10, Craft (electrical) +10, Craft (structural) +10, Craft (chemical) +10, Spot +1

Feats: Advanced Technology, Builder, Toughness x8

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