

INTERFACE

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**NuTech • REVOLUTION Corporation • Artificial Intelligence
Reviews • Nu:programs • Altered States • Nuscience**

INTERFACE

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To Fred J. McNett
1963-1991
Infinite Diversity in
Infinite Combination

CYBERVOCAL™

New Cybernetic Implants

Boxalter (CR) (BXA) 800 EB HC 2D6
New Throat (CR) (CT) 400 EB HC 1D6+2

Dakai Soundsystems has come up with new innovations in recording and analyzing voice patterns. Their scientists have created CYBERVOCAL™ Modifications. Intensive surgery is required to implement CYBERVOCAL™ mods, and there are two types: BOXALTER and NEW THROAT.



New Throat involves extensive surgery in which the individual's entire throat region is operated on and much of it is replaced with electronic sound synthesis devices. It has a HC of 2d6. Left behind is a throat which can be chromed or left to look like

flesh. The throat has a SDC of 15. If damaged for more than 15 points the subject becomes paralyzed; 25 points and the neck is completely severed. It also has a new voicebox, but this one can have up to four voices at any one time, and only opening a small covering is required to change those voices already in it. It can have any two special features built in. It costs 800 euro.

Boxalter is much simpler and cheaper. It involves removing the individual's voice box and replacing it by an electronic device, with a HC of 1d6+2. This device can have only one voice in memory and one special feature. Changing the voice does not require surgery, merely time. Boxalter can only use one voice at a time. It costs 400 euro.

Special Features

Mimic:

HC=1d+3; \$150. This device, when linked to CyberAudio, allows the individual to copy other voices that he has heard perfectly. The character can only slightly alter what he has heard, otherwise repeating verbatim what he has heard. Useful for an assassin luring unsuspecting characters as if he were a friend. This is not the same as the Voice Pattern option. The user of this option can only repeat what he has heard, he cannot extrapolate new words without having heard those words.

Volume:

HC=1d6; \$75. This device allows the individual to alter the volume of his voice radically, from the barely audible whisper to a megaphone roar. The benefits are obvious, but also shouting at top volume causes temporary (1d6 phases) deafness for all within 5m.

Scramble:

HC =2; \$50. This device electronically alters the individual's voice, making it completely unidentifiable, but also makes it sound so electronic that it cannot pass as a voice. It does keep Vocal Pattern Tracers from catching you, though!

Armor:

HC=1d6; \$150. This is only possible with NEW THROAT, as it involves armoring the entire throat, giving it an SP of 20. This is useful when dealing with cutthroats!

Subsonic:

HC=1d6; \$150. This device gives the individual the ability to speak in the subsonic and supersonic levels, allowing the individual the ability to call dogs as if with a dog whistle. It can be used to send signals to others, on otherwise impossible frequencies.

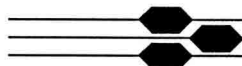
CYBER BAR™

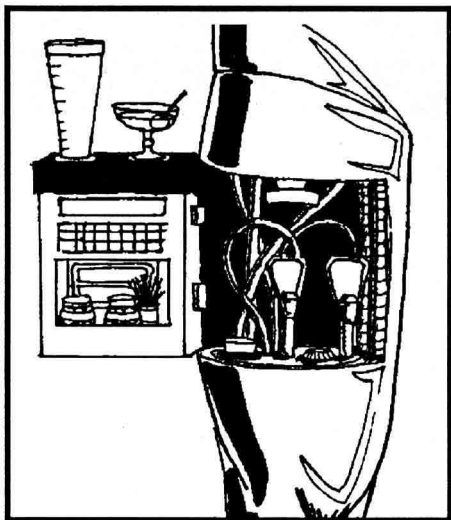
A new cyberleg

Cyber Bar(CR) (CB) 3000 EB. HC 2D6
NapaCorp, makers of fine wines, liquors and other libations and Lichtenstein Biomod Engineering, bring to you their latest nectar dispenser. These are the people who brought you the slowdrip internal drink dispenser and the Potent Potable Cyberliver. This extravagant engineering feat is not for the common man: an entire bar concealed within a cyberlimb!

The alcoholic beverages are housed within a pressurized unit in the foot and lower leg. The mixer and water unit take up most of the remaining space. The wetbar itself is comprised of triplastic that rises from the thigh, rotates 90° (right or left depending on the leg it's in), and forms the bar. Made of memory plastic is a shaker kept in a flattened form beneath the bar itself. For those who like their martinis shaken, not stirred.

For those who prefer daiquiris, a mixer unit is contained within the leg.





Ingredients are routed to the mixing chamber, ice is added, and 20 seconds later a daiquiris is ready and dispensed normally.

The dispenser/mixer is connected and is similar in appearance to a soda fountain dispenser. The leg is armored for 20 SP to protect the pressurized containment/icemaking unit. The icemaker is primarily held in the upper thigh and hip region.

There are 10 extract tubes filled with different extracts. Each extract can make 20 1/8 liter drinks, if sufficient water is available from an external source. The leg unit can carry three liters of water, capable of making up to 24 drinks before needing a refill.

For an additional \$100 eb an extension which will connect to outside water sources is available.

French Model

For fine wine drinkers the unit can be modified to carry two liters of wines in any combinations down to half a liter (up to 4 different wines, chilled of course), and one liter of drinks to mix for barbarians.

Japanese Model

The Japanese have their own modified to carry 1.5 liters of sake, heated as it is dispensed, and can also carry 1.5 liters of water for mixed drinks. Their unit carries only 5 extracts, though. They also usually carry ceramic sake cups to honor ancient tradition.

The cyberlimb in which this is stored has the strength of a normal human leg and

can have no other options.

Extension Legs

a cyberleg option

Extension Leg (N) (EXTL) 400 EB. HC 4 total

These leg extenders can extend from a telescoping knee-foot mount up to three feet. They will support up to 500 pounds. They are used primarily in disguise work, since they can reduce height one foot and add up two feet of effective walking height. The third foot cannot be used while mobile because of the stress placed on the devices. You may add +1 to your movement rate if you extend them to the two-foot length. These use one option space per leg and can be combined with other sensible foot options.

Catspaw® Stealth Foot

a cyberleg option

Stealth Foot (N) (STLF) 150 EB. HC 2

This foot module for cyberlegs, the sound-absorptive pads covering the foot give the user a bonus of +1 for all stealth rolls. This option can be combined with other foot designs, except for the Doc Richter (Solo of Fortune).

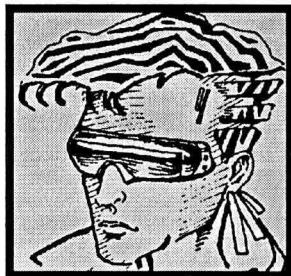
Mono-Vision

by Kiroshi/Nikkon Engineering Cyberoptic Option

Mono-Vision Cyberoptic - (MA) (MONV)
650 EB. HC 3d6.

Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, never more. With the new Mono-Vision we replace your entire optic ridge and both eyes with a single wide angle cyberoptic, giving you that cool visored look so "in" with today's boosters. You only have to pay once for the cyberoptic option, both in humanity cost and euro. This cyberoptic format can only carry six options but, best of all, with its revolutionary wrap-around styling it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees!

Wraparound vision gives +1 to awareness and +2 to awareness rolls for surprise, ambush, etc.



TIMELINE:

1992:

In the early months of 1992, the current democratic structure of Argentina is overthrown in a hellish thirteen-month civil war between the Democracy of Antonio Figueres and the fascist Nuevo Partido led by the ousted General Enrique Harrad "El Soberano" (the ruler). A stunned President (previously Vice-President) of America sits and waits. Help arrives too late.

1993:

Fall of Figueres Democracy. Gen. Enrique Harrad assumes position of "Soberano de Absoluto." New fascist government singles out intellectuals, opposing party members, and the poor and homeless for discrimination and worse. Late in 1993, fascist Argentina invades Uruguay. The American President again misses an opportunity by acting too late.

1995:

A short-lived but vicious revolution provides the diversion allowing a massive exodus of students, scientists, teachers, and many old party members to flee to the ocean with the help of a nomad pirate fleet captained by Mallary Hill of New Zealand. Many die in the voyage East, but after a precarious two weeks the thousands of Argentineans and Uruguayans escape the grasp of the Harrad dictatorship.

It is late in the voyage when an anonymous attack on the fleet drives them south, toward Australia-controlled Heard Island. The same anonymous fleet drives the refugees even farther south as Heard Island is sunk with a underwater nuclear attack. More lives of refugees and pirate nomads are lost.

1996:

It is a weary and greatly reduced fleet which arrives in the early Spring season in Prydz Bay, Antarctica. A previous distress call issued by the rag-tag fleet is answered by the Davis Australia research station. A rendezvous is arranged. Seven Australian researchers gape at the sight of thirteen large trans-oceanic cutters heading toward the shore. The Davis Australia Research Station at that time was the stag-

The Antarctic Collective

by Chris Hockabout

Form of Government: Neo-Bellamy Socialism (Socialist Democracy)

Official Language: Spanish (English secondly)

Official Religion: Canadian Zen-Catholicism

Area: Miles: 5,500,000/Kilometers: 14,200,000

Population: (2020 census) 560,700

Capital: Pangaeon Arcology

Current President: Magistrate Senator Freianne VarTett

Monetary Unit: Euro Dollar

Demography:

Eighty-seven percent of current population live and work in the Pangaeon Arco; the remaining 13% live and work establishing future Arcology sites in such areas as the perpetually snow-free valleys and moraines of the Transantarctic Mountain Range or as long-range workers on the mobile drilling platforms and mining rigs. 48% Argentinean/Uruguayan/Brazilian; 20% Mixed Euro; 16% Australian/New Zealander; 12% North American (U.S.A./Canadian/Eskimo), 8% Other South American; 2% Other (Japanese/China Bloc/African).

Domestic Economy and Foreign Trade:

Mineral rights to deposits of iridium, iron ore, petroleum, silver; titanium, uranium, and zinc, are used for trade to other countries as well as sales of the rights to mine in pre-agreed areas. Although not directly tied to the government's economic machine, REVOLUTION Genetics Incorporated contributes substantial funds to the workings of the Collective. An increasing amount of money is taken in from hydroponically-grown food-stuffs: fruits, vegetables, and exotic plants. Export of these is so far thoroughly restricted at the moment pending a decision from the Euro Council. The Antarctic Collective chiefly imports computer parts and equipment, advanced medical equipment, construction equipment and materials, synthetic fibers and polymers, and weapons and military material.

Transport and Communication:

Transportation throughout the many miles of passageways and galleries in the Pangaeon Arcology is either by foot or small electric trams. Large cargo lifts, elevator shafts and causeways connect the levels and the above-ground station. Huge garages exit through the mountainside where the large mobile drilling platforms and mining rigs reside when not in service. Faster surface transportation is accomplished by sturdy and squat tracked vehicles, Av-4's, 6's, etc., small one-man ground skimmers, or the huge "Mother Loaders," large tracked vehicles used in transportation of construction equipment and

materials. Many vehicles are not actually personally owned, being property of the Collective. Long-range transportation is either accomplished by "Volvaresk" Ice-Crusher trans-oceanic transports or the largest cargo planes (currently on loan from Free South Africa), the huge Gollancz-S1's.

The Antarctic Collective taps WNS, NNN (New Network Nippon), and Network 54 for its televised news and information, having a small primarily news-oriented station for itself: Entendimiento, which simply means "information" or "understanding". The Antarctic daily screamsheet is *The Collective*, and plans for world-wide distribution are in the works.

Education and Health:

From ages 2 to 16, the children are taught fundamental learning skills, sciences, mathematics, economics, and communication, literary and oral. But most importantly they are taught about their home and its many dangers. A growing Antarctic is taught in thorough and increasingly strenuous training courses how to work and survive in his or her icy home. From age 17 on, the teenage Antarctic is given the choice (or it is made for him/her) of job training, which lasts about two to three years and involves training courses and apprenticeships. At the end of their job training all Antarciticans must enter into one year of military service. They are thereafter placed in their appropriate jobs.

Members of the Antarctic Collective boast the greatest number of genetically-adapted beings on the planet. To withstand the rigors of life on the ice-continent, the Antarciticans had to be made sturdier than the average human. Some of their more common and most advanced modifications are listed below:

1. The most visible of their genetic adaptations is their protection from the harsh UV rays beating down through a nearly nonexistent ozone layer: the characteristic Antarctic purple skin. This is one of the first modifications made to members of the Collective. It is also one of the adaptations that has had the least amount of aberration. This adaptation, because of its reduced cellular manipulation, is not permanent. It needs to be reintroduced once a year for continued protection. The purple tint will begin to fade after a few months, just as a regular tan would. All of its UV-protective properties go with it.
2. The second of the modifications is to increase the strength and density of their flesh and muscle tissues. This makes them more resistant to temperature changes and helps hold heat better. Redirected genetic hyperplasia induces growth and improves the overall tensility and strength of the tissue. Their greater muscle density allows for greater storage of intracellular

ing area for what is called the Pangaeon Arcology Project. Its original purpose as a remote genetic engineering facility remains, though, and advances made in this area are to aid in the workings of the new arco. If completed, the arcology would be capable of holding the many refugees. But it is far from being completed. The hundred-plus researchers make preparations to re-equip the remaining ships to continue to hold the refugees until the completion of the arco about a year in the future.

No sooner have the ships been altered, then the same anonymous fleet appears on the horizon. Fearful of causing large tsunamis by using nuclear devices that close to shore, the fleet closes and readies for a ground battle. The refugees are evacuated to the cramped confines of the completed underlevels of the arco, while some of the more hardy of the refugees and the pirates form a weary but well-armed and determined militia. The researchers, though sympathetic to their new guests, are fearful of getting caught in the middle. They begged the their Australian government for aid. The government was unresponsive. The researchers were outraged and decide to aid the hardpressed refugees in any way they can. The battle is joined. It lasts three weeks. With the help of the researchers, the refugee militia are better equipped for the Antarctic environment of deathly low temperatures and harsh ultraviolet rays from a continent-wide hole in the ozone. After three weeks the fleet (a pirate nomad fleet sent by Argentina) retreats.

The crash of the American economy sets up shockwaves which buffet Australia's market mercilessly. Davis Australia research station is fully cut off.

1998:

The 213 members of the Davis station, with the help of the Argentineans and Uruguayans and three dozen automated maintenance bots, complete the primarily subterranean arcology. Dubbed the Pangaeon Arcology by the researchers (and the Mallary Hill Arco by the refugees after his death during the 1996

invasion), the large facility is capable of holding the 3450+ refugees. Plans for subterranean expansion and connective passages to the Davis station are made for later that year.

To solve the severe problem of exposure to the harsh UV rays of the surface the labs at the Davis station and the Pangaea Arco work toward chemical compounds with a bit more permanence than the current UV Blocker Cremes.

1999:

Arriving in stealth transports by air from the North, comes the second invasion force from the Harrad Dictatorship. The Katabatic Winds of the season (sometimes reaching 300km/hour) reduce the invasionary force greatly, but not before the remaining craft saturate Prydz Bay and the surrounding area with heavy bombing. Davis Australia Research Station and the remnants of the original pirate fleet are destroyed. Only those in the Pangaea Arcology survive; concealed by new snow, it is undetected.

With the world thinking the Davis Australia Research Station destroyed and the refugees and scientists killed, the ice continent returns to the previous quiet of its isolation.

2000:

A drought in Argentina results in an 87% reduction of food crops. The country falls into a deeper depression, and starvation and malnutrition become big killers. The country cries for aid from Harrad. When that doesn't work, the people try to leave the country by the hundreds of thousands. Harrad orders his border patrol to shoot at will anybody trying to leave. Those not killed are turned back. For two months the populace simmers in anger in their impoverished hovels. On Christmas Eve in the year 2000, the citizens of Argentina revolt en masse. "Argentina Burns" cries the world press as the rioting crowds set fire to any building connected to the running of Harrad's Nuevo Partido. Harrad is pulled kicking and screaming into the Plaza De Mayo in Buenos Aires and literally torn to pieces by the raging crowds.

2016:

phosagens, which are short term energy sources for muscles. This muscle mass will also break down when food is lacking and provide a protein-based source of biological energy for its owner. This means Antarcticans can go further on less. This is usually the second adaptation applied to Collective members, if a genetic scan says they are compatible. Otherwise they are given adaptation four instead. Only a few people are unable to receive one or the other of these two adaptations.

3. This adaptation allows them to metabolize foodstuffs more efficiently. The human form only utilizes about 14 percent of its intake of food as energy. The adaptation increases this to approximately 35 percent. This increased efficiency means Antarcticans can do the same amount of work as normal humans with less food and water.
4. This modification allows the body to regulate the storage of fat in specialized fatty tissues. It also allows regulation of the body temperature and energy expended. This, like adaptation number one, ensures greater long-term stamina, in a period without food, and greater longevity in the bitter cold environment.
5. This last modification allows control of the cardio-respiratory and circulatory systems and makes respiration far more efficient. This allows their bodies greater control of body heat and moisture. A small number of these people can actually enter a limited hibernation that would allow them to survive in conditions previously unthought of by humans.

All of these characteristics would allow the average Antarctic an a more than fair chance to survive for limited periods of time outside with little artificial means of protection. However, only about 20% of the current adult population has undergone the total transformation. Adults begin to develop complications when too many modifications take place in too short a period. The process is being refined to reduce side-effects such as cancer and immunodeficiency. Children have had few of the complications that adults have and 50% of the prepubescent children have been totally modified, with a failure rate of about 1 in 1000 versus the adult rate of 1 in 100. It has been speculated that 1% of the population has been altered to utilize the full combat genetic engineering program rumored to be available to select persons of compatible genetic backgrounds.

Antarctica Today:

The Antarctic Collective is slowly gaining acceptance from the world, suffering only one terrorist attack from a remnant organization of the Harrad Dictatorship. Its early (and much unexpected) support from the Euro Theatre helped it get a foothold in the Euro and World Market, its mineral goods and enfran-

chisement of mining rights to other countries earning it billions in its initial year (and earning European investors many more).

Even though the current government of Argentina is the Democratic People's Liberation Party, led by Paulo Montras, Argentina turns a cool gaze at the collective. The feeling among many Argentines is that those who fled in the early years of the Harrad reign abandoned their country instead of remaining to help the fight against Harrad. The Collective cannot adequately answer these accusations and therefore remains defiantly silent.

With the money made from export and investment, Antarctica continues to build new arcologies and expand the Pangaeon Arcology. In the perpetually dry valleys and moraines of the Transantarctic Mountain Range, "Mother Loaders" deposit tons of equipment and material for the construction of new sites. Mobile mining rigs bore vast tunnel systems in the space of months to be filled with the plastic and ceramet skeletons of what will be the galleries and trans-ways of the new Arcology.

REVOLUTION Genetics Incorporated is acquiring a name as one of the premier biological and genetic research companies in the world, much to the ire of such companies as BIOTECHNICA and Neil-Roman Pharmaceuticals. Many physically and genetically-superior Antarcticans are gaining employment as bodyguards and mercenary groups outside their country and with other companies. Many prefer their genetically-enhanced musculature and central nervous systems to the metal-grafted and generally psychologically unstable cyber-soldiers running around. Antarctic solos charge a high price for their services and can expect to get it. Unfortunately this doesn't endear them to many in the biz who think these "purples" haven't paid their dues in flesh and sanity to warrant such rates.

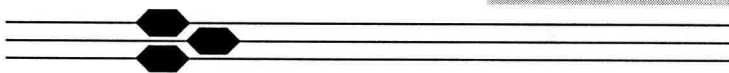
From their times of hiding when supplies were scarce (they had scavenged the nomad ships of all available resources), the scientists and engineers, both South American and Australian, had to come up with alternative materials to house and clothe themselves. Turning over nearly one-half of their available hydroponic labs to genetically-altered plants, they experimented with organic fibers and plastics. Bioplast and organically grown fibers from the altered filaments of fibrous plants and mushrooms were the result. Although useful and created in enough quantities to service the entire arco, the Antarctic Collective is now turning to higher tech building materials.

Later in the year, the geothermal core station will be completed. Plunging deep into the Earth, the geo-thermal station will power the entire collective. The UV/solar converter fields will be used to supplement this energy source. Plans are also in the works for their first fusion reactor.

For years no attention has been paid to the area of Prydz Bay, where over three tons of high explosive scoured away two hundred scientists and about four thousand political refugees. But in July of this year, surveillance satellites record unidentified movement between the areas of 85-70 degrees latitude and 70-120 degrees longitude of Eastern Antarctica, an area previously thought uninhabited since the destruction of the Davis/Pangaea stations. Highly magnified spysat shots reveal the presence of mobile/automated mining stations and mobile petroleum drilling platforms. Action to investigate the area is confirmed when in September the spysats pick up the tell-tale honeycomb pattern of UV/Solar energy converter fields in clusters around the Grove Mountain and Prydz Bay area. All over the world questions are posed and accusations made as country after country demand the identity of this mysterious yet elaborate operation. A joint Euro/American investigative team is sent to positions 35Km South of Prydz Bay. Some time in early October the team disappears without a trace. The previous activity spotted by the spysats suddenly stops, the only evidence being the sets of five-meter-wide tread tracks left by the mobile platforms and automated mining stations. Attempts to track the trails to a specific location prove fruitless. Further notions of surveillance teams being sent into the area are shot down.

2017:

February 14th marks the mysterious return of all twenty of the original surveillance team members. They arrive by a fortified cargo VTOL in Australian air space. The enthusiastic team is transported to the EuroTheatre immediately, where they tell of an underground arcology expanding for miles into the sub-glacial plateau, a paradise of hydroponic gardens and genetically engineered plants and other food-stuffs. Also the team delivers a message from the Arco's magistrate: Senator Freianna VarTett. The Senator/Magistrate invites dignitaries of the EuroTheatre to tour and experience the Pangaeon Arcology. When questioned as to



her intentions, the surveillance team explains that Senator VarTett plans to call for an amendment of the 1959 Antarctica Treaty. Senator VarTett plans, confide the informed team members, to call for sovereignty. She plans to apply for independent governmental status in Antarctica.

2018-2019:

Over the next two years thousands of people come to the Pangaeon Arco, many from various governments, there to inspect the Arco and its many operations in mining and an unexpected commodity: Genetic Engineering. While the bureaucratic battles wage as to the legality of VarTett's "Antarctican Collective," a new corp based from the Pangaeon Arco enters the world market. REVOLUTION Genetics incorporate new innovations in Genetic Engineering, generated out of necessity in the harsh climes of the South Pole. But late in 2019 the Antarctic collective becomes recognized as an independent governing body with exclusive mineral and other economic privileges. Many countries roar their disapproval, America included, but with the backing of the EuroTheatre countries, opposition begins to drop off. The EuroTheatre sees little use in denying Senator VarTett's request. To deny her request, they see, would result in very costly endeavors such as inciting a war with a people who are obviously equipped to deal with any sort of foreign invasion. The arco is so dug into the subglacial plateau that Mass-Drivers or nuclear weapons would be near ineffective. They see much more money to be made in cooperation than in conflict.

2020:

The Antarctic Collective opens its borders to all those seeking citizenship. Many flock to the inhospitable continent from way-stations in Australia, Madagascar, and Free South Africa, fighting fears of alienation and the cold in hope of new opportunities and the relative cleanliness of Arco life.

Right now the Antarctic Collective welcomes all visitors. The Pangaeon Arcology is a massive underground structure with many white-paneled galleries and high-ceilinged avenues lit by bio-luminescent paints. Since its emergence into the Euro Market, the Pangaeon Arcology has opened malls and even a hydroponic park. The automated mining bots continue their work far below the surface, creating more and more tunnels and chambers. For the new year, the arcology plans to open a large park and recreation area lit by natural light: a huge duraplast dome that will cap off the park at a height of 35 meters.

But behind all of its new openness, the Antarctic Collective is a very tense and wary nation. Thirty people were killed when a bomb was detonated in the Mallary Hill Memorial Shopping Mall, killing an envoy from the Federated Republik of Hileine as well as a visiting American journalist. An underground faction of the defeated Nuevo Partido claimed responsibility. The worry among the Antarctic Government is that the terrorists still reside among the Collective's population, waiting to strike again. So among all of its cheery extensions of generosity they keep a watchful eye and do not hesitate to remove and interrogate anyone even remotely considered a threat to the Collective or its people; all of it done very covertly, of course. The Collective recently negotiated a contract with Arasaka Securities INC to instruct their police and armed forces as well as supply them with updated weapons.

People of the Collective:

The Antarctic people are very patriotic, though slightly xenophobic, this stemming from their relative isolation. Their net space, once as barren as Antarctica itself, has become a busy causeway for the curious net-runner.

Visit, stay a while. The collective is eagerly looking for people experienced in cold-fusion reactors, bio-technology, and those willing to sell their services to the Collective's security militia.

By the way, all of the stations that were in Antarctica that belonged to other countries, joined the Collective or went back to their home countries. It seemed like the safest thing to everyone involved.

Welcome to 2020

The genetic enhancements have been generalized for the purpose of space but will be updated in upcoming issues. For a flat-out rule, Antarcticans have an enhanced degree by which they can distribute their points for characteristics. While still getting the common 9d10 for points, the average Antarctic can buy his/her starting Body, Movement Allowance, and Reflex up to 11. This is a very basic rule to follow; use it until it is updated. This doesn't include any cybernetics they might purchase later.

Hooks

1) A media friend of yours contacts you all the way from Antarctica. He is doing a story on the effect of genetic engineering on a wide scale. He sounds very nervous, asking you to come quickly. You (and maybe some friends of your own) venture to the cold continent only to find your friend missing. As a matter of fact, Collective authorities disavow any knowledge of his ever being here. Did your friend uncover something he shouldn't have? Could there be more to these "purple-people" than meets the eye? Could the key be left for you at the hotel open something important? Are you being followed? What the frack is going on?

2) BIOTECHNICA has just suffered an extraction of one of their genetic engineering test subjects: XGS-4. And what, exactly, is that test subject? "Don't ask questions," is all BIOTECHNICA will say, but they're paying you plenty not to ask. Is BIOTECHNICA doing a cover-up? Will your investigation lead you all the way to the coldest place on Earth? And what exactly does "Xenogene Subject-4" mean, anyway? Notice they called it an "extraction."

3) You're lounging in an open cafe, twenty levels above the plaza floor, sipping cafe aulait, when your afternoon is ripped asunder by the sound of a loud explosion. A splinter terrorist group of the dead Nuevo Partido have appeared and started randomly killing citizens of the Collective. After a running battle with security forces, the terrorists have secured themselves in the unfinished area of the arco, right below the fusion reactor. Security has been unable to flush them out, nerve agents being too risky. The Collective is always willing to take a fresh hand to aid in their security and they pay well. Join a recon squad as they descend into the unfinished tunnels to face dozens of well armed terrorists. Kind of like *Aliens*, only colder.

Meteorological Data for Antarctica 2020

Average rainfall per year: 34 inches. Most condensation is contained in the periodic snowfall and most often rainfall is about one fifth in the interior what it is on the coast.

Mean Temp:

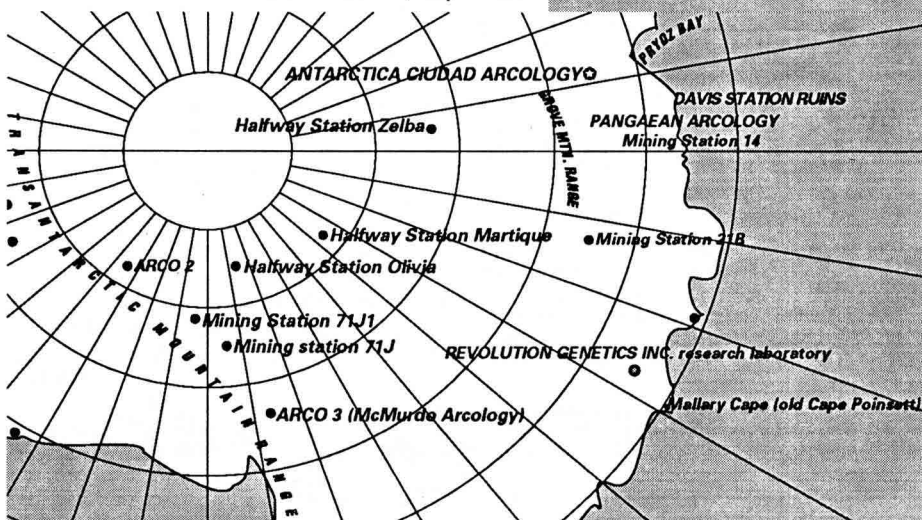
Summer months (Dec. to Feb.): 3 degrees C. (coastal), -10 degrees C. (Interior)

Winter Months (May to Sept): -11 to -15 C. (cst), -37 to -66 C. (Interior)

Record Low Temp: 7/12/2014: -91.2 degrees C.

Antarctic winds: Winds off the slopes of Antarctic mountains, primarily in the East, can reach a few hundred Km per hour, capable of downing aircraft. These are the "Katabatic Winds." In areas such as the Antarctic plateau near the center, the winds are much milder, going from about 26 Kph in the summer months to about 40 Kph in the winter months. On the coast and toward the interior, mean wind speed is 90 Kph in the winter months and 45 Kph in the summer months.

Ultraviolet Hazards: The Ozone "gap" reported thirty years earlier was about 25,800 square Km. As of 1/2/20 it was 10,320,000 square Km. It has increased continental mean temp, continental mean wind velocity, and reduced overall ice shelf thickness. Melting ice has led to sea level rises worldwide. After about an hour unprotected from UV radiation, skin surface irritation will manifest as well as eye irritation. After about four to six hours a rise in histamine levels in surface tissues and blood will characterize a painful "sunburn." Continued exposure will result in blisters, temporary blindness, and swelling. Worst-case exposure can lead to eye tumors, skin cancers, ulceration of the stomach lining, and scarring of the lung and trachea.



Altered States

It's high time we introduced some new drugs; time to alter our psychological and physical selves to new highs and lows. We are including with our new drug profiles examples of how a drug gets designed under the new modular drug creation system in Cyberpunk 2020 and we're gonna add some new difficulty modifiers here just to make this drug creation system more complete.

Application of Dosage (Difficulty Mod):
Contact (+25), Slap-patch (+20), Jell Capsule (+15) Muscular/Nerve Injection (+15) Arterial/Venous Injection (+10), Powdered (+10) Dangerous Powdered (+5), Liquid (+5), Tablet (+0).

Contact drugs can be applied directly onto the skin or breathed and will take effect immediately (on the next turn). These drugs have to be stored very carefully to ensure their stability and viability. Once exposed to air, they will last on most surfaces for only a limited time. Twenty-four hours is a good maximum, with eight being the average. As you may have guessed, most medicinal drugs are not applied in this way, but I can think of several neurotoxins that are...

Slap-patches use a similar format to contact drugs. The patch is merely an easy applicator. The drug can be applied to any open skin surface. It will take effect in 3 turns after the injection turn and yes, the injection turn counts.

Jell Capsules are buffered versions of a drug that is easily absorbed into the bloodstream. The drugs will take effect in 1D10+3 turns.

Muscular/Nerve Injection (MI) are drugs than can be directed into the body via major muscle groups or into nerve clusters. Atropine and penicillin are both muscular injection drugs. Injection drugs can take effect as quickly as 5 turns or as slowly as 3 hours before the effect becomes complete. MI drugs have a tendency to be less stable and are often refrigerated to ensure their longevity.

Arterial/Venous Injection (VI) drugs are directed into the body via arteries/veins. The advantage of A/VI drugs is that they are very stable and can be stored for long periods with a

minimum of care. Most twentieth-century drugs are Venous injection.

Powdered drugs are a norm for most drug types because of their extreme stability and shipping potential. The other appealing aspect is that powdered drugs can be cut with other inert substances to stretch the quantity of the drug, making more of the drug to sell. Some drugs are so potent powdered, that the only way to use them without suffering harm is to cut them. If you create a drug that must be cut to be used you can get a -5 difficulty cost. These will take effect in 1D10+1 minutes.

Liquid drugs are the norm for most relatively innocuous medications of the time period. These have also been "cut" to ensure safe dosages. Liquid drugs have a long shelf life, but don't expect too much from them except in high dosages. These will begin to take effect in 1D10+5 minutes.

Tablets last almost forever. The price of this longevity is that it can take up to 2 hours before any effect can be noticed. The drug has to be injected into the digestive system before it can take effect.

All of the above applications are inclusive. This means that a more expensive application format can be downgraded to any of the less expensive formats.

And now our drug offering:

Jazz

DIFFICULTY: 12
TYPE: Combat Agent, Euphoric
DURATION: 1D10 + 1 turns (x1 diff)
COST PER HIT: 300 eb/dose
AVAILABILITY: Very Common (BMAC x1)
STRENGTH: +2 (+2)
USE: Tablet (+0)
BENEFITS: +2 Reflexes, +2 Cool
(up to a human maximum of 13, including cyberware)

CREATION SPECIFICATIONS

INCREASED DIFFICULTY MODIFIERS

Increase REF by Strength (+15)
Increase CL by Strength (+15)
Euphoric (+5)

SIDE EFFECTS

Psychologically Addictive (-8)
Aggressive Behavior (-12)
Possible Nerve Damage*(-5)

Developed under contract by the USAF in an attempt to make a suitable drug for combat pilots, Jazz flunked



out because of the permanent nerve damage it frequently caused. Jazz hit the streets in a corporate marketing ploy, and ever since has been a mainstay of street gangs and solos.

NEW SIDE EFFECTS ARE LISTED WITH AN ASTERISK

*Possible Nerve Damage (-5) - 1 in 10 chance of losing 1 point of REF permanently, each time used).

Foolkiller

DIFFICULTY: 80
TYPE: Combat Agent, Euphoric
DURATION: 1D10 + 1 minutes (x2 diff)
COST PER HIT: 2000 eb/dose
AVAILABILITY: Uncommon (BMAC x2-3)
STRENGTH: +3 (+3)
USE: Slap-patch (+20)
BENEFITS: +3 CL, +3 Perception roll, +3 to Endurance Check

CREATION SPECIFICATIONS

INCREASED DIFFICULTY MODIFIERS

Increase CL by Strength (+15)
Increase Perception by Strength (+15)
Increased Endurance by Strength (+15)

SIDE EFFECTS

Reduced REF. (-5)
Reduced INT. (-5)
Sterility (-8)
Immune Deficiency (-10)*

Developed by the Indian Army for use against Pakistan, Foolkiller increases a person's Cool by +1 every minute until it has taken full effect. It gives them this wonderful, unshakable sense of self-confidence and invulnerability. The drug, however, lowers the INT and REF of the user by 1 per dose taken. Immune deficiency is a possibility as the drug overworks the immune system and eventually destroys it. Sterility has also been known to occur.

**Extreme Immune Deficiency (-20) - 3 in 10 chance of extreme immune deficiency. If contracted, one point of Body is lost per month until dead. There is no hope of a cure as cancer racks the body. Once a month a death save must be made or the victim will succumb to a cancer or cancer-like illness.*

**Immune Deficiency (-10) - 3 in 10 chance of suffering from immune deficiency. If contracted the subject will lose one point of body per 2 months until a cure can be discovered. A Very Difficult (30) task to last as long as the GM decides.*

Sixgun

DIFFICULTY: 87
TYPE: INT Booster
DURATION: 1D10 + 1 hours (x3 diff)
COST PER HIT: 2175 eb/dose
AVAILABILITY: Uncommon (BMAC x2-3)
STRENGTH: +3 (+3)
USE: Nerve injection (+10)
Benefits: +3 INT, +3 Perception, Delayed Side Effects

CREATION SPECIFICATIONS

INCREASED DIFFICULTY MODIFIERS

Increase INT by Strength (+15)
Increase Perception by Strength (+15)
Delayed Side Effects (+15)*

SIDE EFFECTS

Tremors (-2)
Reduced REF (-5)
Reduced INT (-5)
Irrational Fear (-12)*
Possible Nerve Damage (-5)*

Sixgun was developed for the console cowboys of Microtech. It leaves the netrunner virtually helpless in the physical world, but gives him a tremendous boost in the net. There are cases of netrunners on Sixgun not being able to punch out of the net until the drug wore off. You can tell by the difficulty of the drug that it was not something that could be cooked up at home by Bob the Biochemist.

**Delayed Side Effects (+15) - This advantage delays the onset of the side effects until the drug has worn off. The side effects will last as long as the drug did.*

Rambo-7

DIFFICULTY: 48
TYPE: Combat Drug
DURATION: 1D10 + 1 minutes (x2 diff)
COST PER HIT: 800 eb/dose
AVAILABILITY: Uncommon (BMAC x2-3)
STRENGTH: +2 (+2)
USE: Muscular Injection (+10)
BENEFITS: BOD +2, REF +2, Perception +2, Negate Pain

CREATION SPECIFICATIONS

Increased Difficulty Modifiers

Increase BOD by Strength (+20)*
Increase Perception by Strength (+15)
Increase REF by Strength (+15)
Negate Pain Effects (+Str to Stun Saves) (+10)

SIDE EFFECTS

Reduced Int (-5)
Paranoia (-3)
Psychotic Rage (-10)
Nerve Degeneration (-15)
Physiologically Addictive (-10)

Rambo-7 was developed by the Colombian Army in an attempt to create a low-cost combat drug. They succeeded, sort of. Rambo-7 is only used by the crazy, desperate and suicidal. A man on Rambo-7 can pick up one side of a car, breaking his back in the process - and keep on fighting. The formula was astonishingly simple, and black markets all over the world were soon making the stuff.

Increase BOD by Strength (+20) - Like the INT and REF mods this will temporarily increase the BOD Stat for the duration of the drug.

LeSade

DIFFICULTY: 24
TYPE: Aphrodisiac/Coagulant
DURATION: 1D10 + 1 minutes (x2 diff)
COST PER HIT: 600 eb/dose
AVAILABILITY: Common (BMAC x1)
STRENGTH: +2 (+2)
USE: Muscular Injection (+10)
BENEFITS: Aphrodisiac, Euphoric, Coagulant

CREATION SPECIFICATIONS

Increased Difficulty Modifiers

Aphrodisiac (+10)
Euphoric (+5)
Coagulant (+5)

Side Effects

Psychologically Addictive (-10)
Reduced INT (-5)
Delusions (-5)

Vampire gangs use this drug in their injector fangs. It's a good aphrodisiac, but on the downside it seriously screws up pleasure-pain signals to the brain. The person under the influence of LeSade enjoys and is turned on by pain. Vampire gang members do not take the stuff themselves—they inject it into their victims. It is also a coagulant and will stop mild blood loss pretty quickly (1D10 turns).

Diamond Four

DIFFICULTY: 69
TYPE: Healing Agent
DURATION: 1D10 + 1 hours (x3 diff)
COST PER HIT: 1725 eb/dose
AVAILABILITY: Uncommon (BMAC x2-3)
STRENGTH: +2 (+2)
USE: Muscular Injection (+10)
BENEFITS: Increase Healing, Antibiotic, Antidote vs. Nerve Agents

CREATION SPECIFICATIONS

Increased Difficulty Modifiers

Increase Healing (+15)
Antibiotic (+10)
Antidote vs. Nerve Agents (+15)

Side Effects

Tremors (-2)
Irrational Fear (-12)
Reduced REF (-5)
Extend reduced REF 1 week (-10)*

**Extended Duration (-5, -10, -20) -This drug extends the side effects (and lowers the difficulty) for a specified period. 1 day (-5), 1 week (-10), 1 month (-20).*

This military drug is used on downed subjects on their way to military hospitals. It is an exceptional healing drug with relatively few side effects. Troopers given this drug sometimes develop irrational fears during treatment and will usually be placed in seclusion during their

recovery. The period of reduced REF ensures that these soldiers are out of action until the drug's side-effects wear off.

Thrill

DIFFICULTY: 3
TYPE: Euphoric
DURATION: 1D10 + 1 turns (x1 diff)
COST PER HIT: 75 eb/dose
AVAILABILITY: Common (BMAC x1)
STRENGTH: +1 (+1)
USE: Muscular Injection (+10)
BENEFITS: Euphoric

CREATION SPECIFICATIONS

Increased Difficulty Modifiers

Euphoria (+5)

Side Effects

Delusion (-5)
Paranoia (-3)
Hallucinations (-5)

Thrill is a cheap, relatively safe, short-term euphoric. Thrill is made up of simple compounds and is cooked up in homebuilt stills. Each unit of Thrill cost very little to make and offers a wide profit margin for the cooks. The side effects last for about an hour after the drug wears off. Popular with the teeny boppers of the 21st century, and is often the starting spot of later addicts.

Skate

DIFFICULTY: 9
TYPE: Athletic Booster
DURATION: 1D10 + 1 hours (x3 diff)
COST PER HIT: 195 eb/dose
AVAILABILITY: Common (BMAC x1)
STRENGTH: +1 (+1)
USE: Tablet (+0)
BENEFITS: Euphoric, Increased Endurance

CREATION SPECIFICATIONS

Increased Difficulty Modifiers

Euphoria (+5)
Increased Endurance (+10)

Side Effects

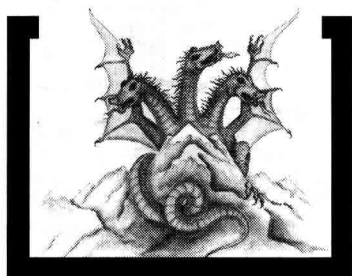
Delusion (-5)
Paranoia (-3)
Reduced INT (-5)

More powerful than Thrill, Skate is an endurance drug. It temporarily increases the endurance of the user. The user will also experience mild delusions and paranoia. But since he suffers INT loss as well, he doesn't mind as much. Its name is derived from the fact that the primary users are skaters and skateboarders. Runners have also been know to use it because it is hard to detect in urinalysis testing.

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NEWLOOK

ChromeArm/ChromeLeg:

Love that "Heavy Metal" look? Ever watch *ViceMaster* on TV and wish you could sport a cyberlimb just like Rod Shatter? Now you can! No surgery! No waiting! No expensive licenses! Newlook ChromArm is what you have been looking for! ChromArm is a high tech mylomar-nylon sheath that fits to your arm like a second skin. Over twenty inset holograms of actual cyberarm circuitry allows ChromArm to fool even close, professional scrutiny--you can even open the arm up, and show off the interior. Battery-powered motors simulate actual cyberarm sounds.

"Sure fooled me, I thought I had a fully borged out teener tearin' at me."

— *Officer Mathias Maddox, Commander CyberPsycho Squad, Night City*

And that's from a *professional* cybernetics spotter. You can't buy testimonials like that!

ChromArm and ChromLeg are available in 10 great designer colors, including Chrome, Gold and new Camo-Armor look. ChromArm and ChromLeg are close fitting sheaths that can be worn over real arms and legs, to make them appear to be cyberlimbs. It takes about a day to measure and adjust the sheath to fit. ChromArm and ChromLeg do not have any abilities or functions - they just look cool.

The sheath is lined with cotton and silk weave absorbent material, but still gets uncomfortable after a couple of hours in warm weather. Despite the hype, these sheaths are not indistinguishable from a normal limb. A Difficult Alertness roll will spot the difference. Any IR, Sonar Thermograph, or magnetic induction detection gear will immediately detect the sheath. Neither the ChromArm or ChromLeg has any humanity cost. ChromArm costs 500 euro, ChromLeg costs 600 euro.

REVOLUTION

Genetics Incorporated

OVERVIEW:

REVOLUTION Genetics Inc. is an expanding genetic engineering firm which deals in a multitude of applications involving genetic manipulation and biotechnology. Having its history in political revolution, Revolution takes its name from its origins and the term "re-evolution," or the genetic restructuring of nature. REVOLUTION Genetics is very open about its developments, and shares them with other businesses and countries. It is confident of its superiority in the field. The company carries over 65% of current existing patents on genetic enhancements and biotechnology. Its origin has allowed it to evolve a less bureaucratic work structure, creating a beneficial environment in which to work and do research and development. Though unorthodox by established standards, it has allowed REVOLUTION Genetics to excel where others have floundered. *Helix* is its public face: an outlet much like the *Chrome* cybernetics stores, though dealing in biotech and minor genetic tailoring like skin coloring and pheromone production.

WHEN:

REVOLUTION Genetics Inc. started its production of genetic manipulations in the early twenty-first century. Originally the source of survival modifications to the political refugees in Antarctica, the company went public soon after the Antarctic Collective did. REVOLUTION Genetics Inc. first made its appearance in the world market selling its patents on genetic processes and with its initial military contracts. Its genetically altered plants and food products earned REVOLUTION, the Zimbabwe/Free South Africa contract to feed the starving Africans. Its advanced level of production has placed them far ahead of any other firm dealing with genetics. Its initial profits have been more than modest and continue to increase. In mid-2020 REVOLUTION Genetics Inc. diversified and opened a smaller firm dubbed *Helix*. *Helix* is much like its parent in that it deals with biological alterations, but while REVOLUTION deals with the larger accounts, *Helix* is the public's access point to the larger company. Many *Helix* biotech clinics have opened in major cities. REVOLUTION enters the next year with three major projects: a revolutionary new chip design, biological memory storage for computers, and developments for increased food production. Its estimated release of each of these products starts in mid-2021. The latest any one of its current contracts comes up for renewal/renegotiation is January 1st, 2028.

WHO:

President/CEO: Magistrate Freianna VarTett (age 40)
Executive Vice President/Chairman: Stuart Tranell (age 32)
Primary Stockholder: Magistrate Freianna VarTett (36%)
E.V.P. in charge of Helix Corporation: Arthur Frost (age 37)
E.V.P. in charge of R & D: Anna Karillian (age 30)
V.P. of security (American continent): Mayfair Joest (age 53)
V.P. of security (Europe): Jini Howden (age 26)
Financial V.P.: Kyle Schon (age 41)
Secretary and Legal Council: Rebecca T. Kanemoto (age 25)
Auditors: Merrill, Asukaga & Finch
Security services: Arasaka Inc.
Employees: Worldwide: 35,000. Troops: 2000. Covert: 1075.

HOW MUCH:

Revenue in millions of Euro Dollars/year (as of 11-31)

Year	2019	2020	2021*
Genetics (patents)	720.4	1,145.7	2,209.5
Biotechnology	130.0	740.2	1,200.0
Nanotechnology	-	570.9	765.5
G.E. horticulture	200.7	706.7	1,000.5
Organic compounds	83.6	365.1	750.0
Blowar	-	450.2	660.0
Covert accounts*	-	45.0	75.0
Total	1,134.7	4,003.8	6660.5

* Estimates derived by trend analysis, competition progress reports, and developing projects.

Percent growth: 1 year period: 570%. Stock price: 220 Euro/share.

WHERE:

HQ: Chamber 1, Level 7, Prefix 33. Pangaeon Arcology, Antarctic Collective: 999999

Phone: 1-999-786-7-8987

Fax: 1-999-786-0-0121 Cygnet Systems/Worldsat Communications

Regional Offices: Night City, New York, Berlin, Johannesburg, London, Hong Kong, Tokyo.

There are 20 Helix outlets: 7 in North America/Canada, 2 in the Antarctic Collective, 8 in Europe, 1 in Hong Kong/China, and 2 in Japan. For information: call 1-800-772-H-ELIX.

WHAT:

Resources: All of REVOLUTION Genetics Inc.'s regional offices have the facilities to research and develop genetic alterations, biotech, and biological compounds and agents. All regional offices have operating rooms, genetics labs, and a full staff to man them. The major developments are always done, however, at the central research facility on Antarctica, which has the most advanced genetics labs in the world. Products are developed at the central facility and then transported to the regional offices where they are processed, manufactured, implanted, and distributed. All regional offices have one AV-4 assault vehicle. Six corporate jets and five Osprey IIs are split among

the offices worldwide. All offices have a large security force with weapons purchased from Arasaka Inc. Also all offices will have a small number of genetically-enhanced combat personnel direct from the central facility on Antarctica. Revolution plans to purchase an orbital facility within three years. Its Data Fortresses are considered Level 3 systems.

RANKINGS:

1st in Fortune 500's "New Corporations of 2020"
74th in Fortune Global Industrial Cos.
32nd in Business Today Sales 100
100th in Corporate Report 500

COMPETITION:

Biotechnica
Biologic
Neil & Roman Pharmaceuticals
Petrochem
Chrome Company
NuSun Genetics

CORPORATE WAR REPORT:

12-21-2019:

Soon after its public appearance on the world market, Revolution's data fortress is broken into by an anonymous netrunner working for an unknown firm. The netrunner had accessed the company's central database before being traced and eliminated. Evidence points at BIOTECHNICA but no retaliation follows.

2-2-2020:

A second attempt is made on one of its data fortresses, this time at the Night City office. The runner is engaged with the fortress's on line runner, who is forced to jack out and sound the alarm. The invading runner plants a virus in the central info nexus. It takes forty man-hours to repair the damage. The invading netrunner can't be traced.

3-17-2020:

An extraction is attempted against the regional office EVP: Trevor Ulrich in Night City. The extraction is thwarted by freelance solos working for Ulrich. The "extractors" who are killed, are discovered to have worked for Neil & Roman Pharmaceuticals. Revolution covertly retaliates by delivering a biowar agent through a sealed envelope. The contents of the envelope are innocuous sales reports. The source for the biowar agent is the paper-clip holding the notes together. The biowar agent incapacitates fourteen employees, including the regional manager of Neil & Roman.

3-20-2020:

Revolution discovers an industrial spy at the Tokyo office. Linked to NuSun Genetics, he is returned unharmed to the NuSun Tokyo office empty-handed. A week later he dies of an unknown ailment. Two other NuSun employees die of the same ailment. Due to NuSun safety measures, the deaths are limited to non-executives. No overt retaliation is sought. Revolution is not charged. No investigation is made.

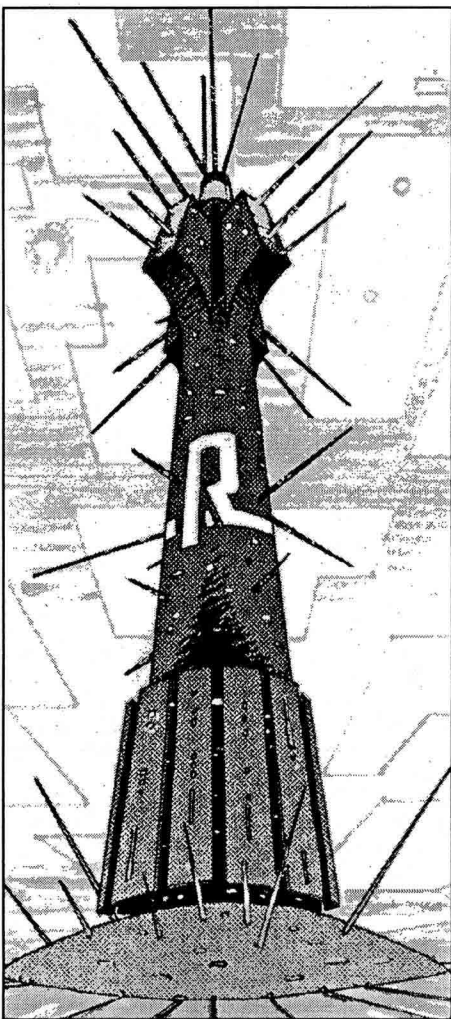
5-3-2020:

Secret plans for a revolutionary new chip design is stolen by an unknown group. This is a major setback for Revolution The plan goes on, however, until a virus destroys their samples. Revolution makes no public accusations. A month later BIOTECHNICA's "new" chip design collapses when its samples are ruined by

a virus, its chief research scientist on the project "disappears," its files are plundered, and its lab is destroyed by a kamikaze AV-4.

CURRENTLY:

Biotechnica is Revolution's chief rival. Revolution's fast growth has made it a target. After the fiasco concerning the war over the new chip design, the two companies are constantly at each other's throats in small, covert operations. Retaliation after retaliation. The cost in property and employees is approaching the millions. Currently they are in a bidding war over research space at AquaDelphi.



This is the icon of the datafortress of REVOLUTION Genetics Inc. in the Worldnet. There is one in Megacity San Francisco and in Antarctica.



SKINMASK

by Mike Anderson and Thaddeus Howze

In the early 21st century, pollution levels rose dangerously all over the planet. In the densely populated Northern Hemisphere, pollution had risen so high that acid rain level soared, particulate matter causing breathing difficulties and eye problems in one out of five people. Twenty major cities in the USA had Smog Days for more than forty-five days a year. Ten or twelve European cities had similar experiences.

Smog Days were named after the condition that began in Los Angeles in the mid 1960's. Vehicle smoke and natural fog were combined to form smog. To add to this mixture was output from local factories and other sources. These form a sulfurous blanket that became toxic sulfurous rain. The increase in warming trends and selective plant extinction and global warming allowed a longer growing season for weeds and other unwanted pollen-producers. All of these combined to create this new deadly combination of the Smog of 2020.

As an answer to this condition, Yaron Pharmaceuticals developed the Skinmask. It is made from a selectively permeable, bonded oxygen-bearing membrane that covers the face completely. The Skinmask is a transparent film which is applied to the face. Once in place, the skinmask prevents inhaled gases and debris from entering the mouth and nose. It also covers and protects the eyes. The mask seals tightly to the face and is

water-proof. The membrane allows the skin to breathe comfortably. The first Skinmasks were not very comfortable or fashionable. Now they come in many styles, patterns, and colors.

Transparent Skinmask: 20 euro per 4 pack, Availability: Common, BMAC: Legal, Dispose after 8 hours. Good against Smog, pollen, pollution, common household agents.

Designer Colors: 50 euro per mask, 200 per 4 pack. Availability: Common, BMAC: Legal, Black, Gold, Silver, Bronze, Other Metallics, Pastels, Brights, and Earth tones, Clean after 8 hours.

BattleMask Specs: 2000 euro for a military 10 pack. 200 for a single mask. Camouflage colors of choice, Urban Grey, Black, Brown, Green. Protects against tear gas, mustard gas, chlorine, Anthrax 6, Molinine 4. Lasts for 5 days, Able to be cleaned and rebonded at a cost of 50 euro per mask. Average military man carries a tube of 10 masks and 20 uses of the reagent bonder and cleanser. Water is all that is required for the reagent to bond oxygen back into the mask. The reagent paste costs 300 euro and can only be obtained from military sources.

The designer color models can be cleaned and new oxygen rebonded to the material for 15 eurodollars. This is normally done at the cleaners. A military bonding reagent can be obtained by a fixer on a difficulty of 25 or greater. It costs 1500 eurodollars and has a BMAC of x3.

Smog Day Afternoon

On any day roll 1D10.

1-4, Bearable without a mask, schools are open and workplaces expect you as normal. Once upon a time schools were closed for days like this but that was back in the 1990's. Nowadays, this is just another good day.

5-8, Tough Day: without a skinmask or other filtration device, MA and Body are reduced -1 because of the inability to draw a complete fresh breath. This applies to outdoor conditions or places that do not offer air filtration.

9-10 Deadly Smog. Schools are closed, and employers allow sick days to be taken. Unprotected plants and animals suffer greatly and those not kept indoors or in good health will die. MA and Body are reduced -3 and visual perception will be limited due to burning eyes and nasal passages -2 to visual perceptions. Not a nice day to travel.

Long Term exposure to Deadly days will cause lung damage, -1 to BOD, (4D10 chance). Wear a skinmask and reduce all of this chance to a 1D10. This can be healed over an extended period away from the smog area.

Vend-A-Module, Inc.

A SUBSIDIARY SERVICE OF INFONET DATA CORP.

Vend-A-Module Inc. offers a complete, continuously-updated database service to the public. Running through Infonet Services Corporation, this is access to the general informational database of any major city in your home country. (There are out-of-country databases, but they have a margin for error for any information pertaining to employment of up to fifteen percent.) These machines offer up-to-the minute data at a relatively small fee.

Vend-A-Module machines may be found in all sectors of the city. They are less likely to function in areas where the law is less able to punish (or find) criminals. Common areas are airports, museums, auditoriums, corporate headquarters, shopping malls, and any other place where public meeting occurs and information is required.

Modules cost approximately \$30 per +1 however, modules that offer reflex skills like golf, tennis or sign language will cost an additional \$40 for a maximum +2 to that reflex-based skill. Most of these, will just offer information. Just like regular chip modules, no more than seven can be run at the same time.

Vend-A-Module machines are commonly armored against assault. The ceramic laminate offers 20 SP. This may not be true of machines that have been around a while. It is illegal to damage or deface a Vend-A-Module machine, and if caught, is an offense carrying a two-year Penal Corp enlistment or severe braindance. The following is a sampling of the kind of Modules available to the common man at a Vend-A-Module machine near you.

Recreation (\$30 - \$150)

+1-5 to finding quality places to entertain oneself. The higher the plus rating the more exclusive the establishments. This is the equivalent of the Weekend section in your local screamsheet.

Used primarily by: Corporates to impress clients, Medias to meet celebrities, Rockerboys to meet Medias and the general populace who can afford them, to find someplace to go better than where they started off.

- Music and Nightclubs
- Restaurant, Deli, Cafés
- Sporting Events and Clubs
- Museums and Art Exhibits

Protocol (\$30 - \$90)

with sport attachment \$40/sport at +2)

+1-3 to Human Relations/Social roll. This module will enable you to know what to do in the company of your betters without having to take a crash course in etiquette. Used by Solos, especially bodyguard types, Medias, (or at least those who want to be invited

back), and Corporates, who tend to have all the etiquette of great white sharks.

- Court Etiquette - Dining with kings
- Executive Outing Protocol - Golf with corporate executives (Golf +2)
- Escort Protocol - An escort for an heiress.

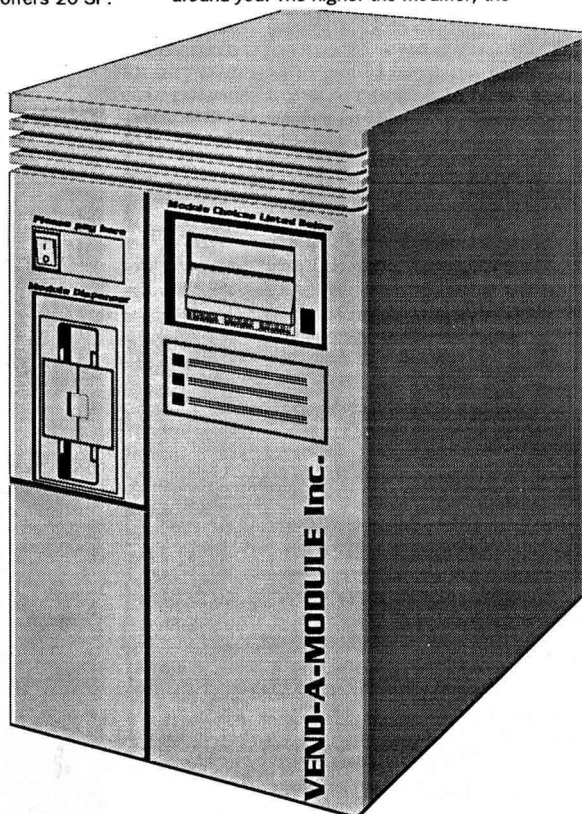
Corporate Info (\$30 - \$90)

Information on the state of global affairs, corporate affairs, price of gold and other commodities (+1-3). Used by enterprising Fixers to make corporate connections, Medias to help get the dirt on unscrupulous corps, Corporates to take advantage of weaker corporations and techies/scientiststypes to be where the money is.

- Stock information
- Mergers, corporate collapse, hostile takeover potential
- Real estate information
- Foreign investment status
- Current events

Travel Directory Modules (\$30 - \$150)

- +1-3 to language. These are similar to the high-priced chips of the same name.
- +1-5 to City Knowledge, heads-up display of your location in the city and what's around you. The higher the modifier, the



more exacting the map and detailed the information about where you are, what to avoid, where to go for basic accommodations.

- *International travel advisories—information on what countries are in the middle of civil war, economic upheaval or even Jihad.*

Law (§30 – §90)

This Module breaks down the law into separate sections and a Module will only contain information on the section requested. (Up to +3).

Useful to: Solos (particularly bounty hunters), Techies for international trading information, Medias for legal background information, Corporates for legal types, specific info without having to bone up, and for fools who want to represent themselves. These modules will not replace a degree in law; good luck.

- *International Criminal Law*
- *International Corporate Law*
- *Stateside (or country specific) Criminal Law*
- *Judicial Practice*
- *Current Outlaw Directory*
- *City Law (with the following sub-directories)
Traffic Law (for city X) (+1)*

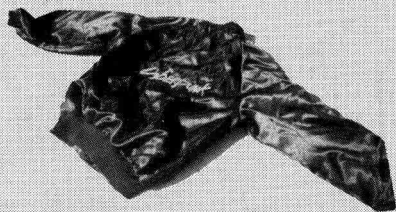
- Corporate Law (+1)*
- Criminal Law (+1)*
- Private Industry Law (+1)*

Employment (§20)

General information on employment in the city of designation. Most stateside can be set for cities other than the one where the machine is located. (Note: This usually means legal employment. There is a rumor of an underground employment module that can be gotten with the right codes from *Vend-A-Module* machines, but there has been nothing to substantiate that rumor.) These modules are cheaper than most. They are just a list of employers and position available. A sketchy outline of the corp or businesses is available.

- *Types of employ include: technicians and mechanics, scientists, general labor, corporate, musicians, media.*

If you do not have a Chip processor you may also run *Vend-A-Modules* on personal computers for those without interface plugs or induction plugs. These modules are as cheap as can be stamped out. As a result, they will last for a limited but unknown time period. With every use roll 1D10 on a roll of 1, the information is retrieved but there has been a short in the module and it no longer functions. What do you want for 30 euro? Go buy real Chips.



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SERVICES: TROUBLESHOOTER CABS

Troubleshooter Cabs is an organization that specializes in getting clients out of tight spaces. What makes them different from a medical strike team is that they will work for anyone giving them a call. They will come to any part of town, day or night. They charge exorbitant fees, but if you want to get out and you don't want a trauma team to be carrying you, then this is your best bet. Consider Troubleshooter Cabs to be a citywide organization that can be dropped into any campaign.

With the background that follows, Troubleshooter Cabs should be able to be a setting where adventures can begin, or campaign-style Cyberpunk games can take place. Troubleshooter Cabs lends itself to campaign-style play because it is a centralized place where characters of different backgrounds can meet and interact. Note: It can also be used in conjunction with the *Night City Sourcebook* (shameless product plug).

BACKGROUND:

Inner-city Transport Agency (ITA)
The ITA was the dream of a group of not-so wealthy individuals with some insight into today's problems of mass transportation. Darrell Mayers, a civil engineer, saw that it was getting more and more difficult to get to work daily because of traffic problems.

In the late 1990's and early 2000's most cities had become too populated for people to drive their vehicles to work daily, and since city services had begun to diminish, the quality of roads and highways also

deteriorated. New double- and triple-decker roadways became common, and super-structure-elevated roadways were available in the wealthier (read this as corporately owned) cities. This included Megacities New Dallas, Tokyo, New New York, San Francisco, Kansas City and Montreal. Even with the increase in super-structure highways, most major cities with a working population of 800,000 to 10 million commuting workers began to experiment. The first of such experiments was with odd and even license numbers. This meant that depending on whether it was an even or odd day, and whether your plate ended with an odd or even number, you could drive your car to work. This also did much for cottage industry, where people began to work with computers from their homes.

This was still not enough. Legislation began to make it more difficult to get a car. A person had to be able to justify the need for a personal automobile, and if he could not, he rode mass transit. Period. Most cities attempted to improve their ailing mass transit, if they had one, or to establish one if they didn't. Tax credits were even offered for any citizen who would use mass transit over personal transportation. All of these measures helped the traffic difficulties, but they did not eliminate them.

This worked for a while, and then the axe fell. Automobile corporations dealt with the auto ownership restrictions and by 2010 these laws were repealed. Mass transit systems experienced too many difficulties with restricted budgets and overwhelming costs. Most of these systems folded or were reduced ridiculously. Mandatory carpooling was about the only thing that remained successfully in force. Cottage industry was reasonably successful and



prompted the continued impetus to complete the World Net. Rising petrochemical costs and rising auto costs soon removed expensive, sleek cars from the realm of the common man. Crime on the streets often meant your car wouldn't be there when you got back to it.

Mayers knew the end was near. Working with three of his friends, Karen Franklin, Aryn Carmichael, and Robert Smahl, he started a small mass transport-carpool service called PMT (Personal Mass Transit). It was instantly popular and soon they had a small but thriving business. Then in 2008 there was terrible food rioting and five drivers were killed. Darrell realized that this was even more of a reason to continue but with some added precautions. PMT hired the services of ex-mercenaries Mike Conners and Tran Xiao. Conners began to refit the cabs with slightly nonstandard ordnance, Xiao trained the staff in the use of the modified vehicles, and ITA was born.

OPERATIONS

ITA still has only a few offices in the United States, but is continuing to grow in popularity because of its cavalier attitude toward the urban sprawls, death zones, and their highly professional ethics. The ITA get heat from the local law enforcement because of their vehicles and modifications, but most realize if these guys didn't go to get the people who call ITA, then the police might have to investigate disappearances and enter the Zones themselves. Better to look the other way. Sometimes, unofficially of course, detectives will use ITA cabs to get to places in the Zones that police cars just can't or won't go.

The staff of ITA are professional troubleshooters; tough, intelligent, capable people who have no problem with going

into parts of town that even the police fear. They make arrangements with gangs and many are ex-gang members and the like. Hiring gang members to guard their clients until they arrive is standard practice. Others include minor intelligence gathering and the non-fatal delaying of rivals of ITA. Many of their drivers are ex-gang members recruited from the ranks of those trusted bodyguards. They take an interest in the areas that they frequent for fares and often know the neighborhood as well as their own homes. The drivers make friends everywhere they go and have helped people out of a tight spot more than once.

We will list the office out of Megacity San Francisco. Their other offices exist in at least three other major American cities. They are also in the process of setting up in some of the more unsavory European and Soviet cities. The offices are staffed light, with twenty to thirty full-time or part-time drivers, three to five dispatchers, and five to eight management/administrative personnel. Freelancers are accepted if they can pass an advanced security check and have good knowledge of the city.

A BRIEF GLOSSARY:

A *hard point* is a particular armored area from which a weapon protrudes. All the cab systems that the ITA owns have at least one hard point. Most are rebuilt vehicles from government and city confiscated vehicle auctions.

Defense systems are automated systems that will launch attacks on designated vehicles. These systems can be jammed with a successful ECM skill or Jamming skill roll of DIFF 20.

VEHICLE PROFILE OF ITA: MEGA-CITY SAN FRANCISCO

#	Vehicle	Hardpoints	# of systems	Armor
30	Regular armored cabs	1 hard point	1 defense system	30 SP / 50 SDC
10	Special offensive vehicles	2 hard points	1 defense system	40 SP / 70 SDC
5	"Tough Spot" Big Cabs	2 hard points	2 defense systems	40 SP / 80 SDC
3	2 seater gyro-copters	1 hard point	1 defense system	12 SP / 20 SDC
3	AV-4's	2 hard points	2 defense systems	40 SP / 100 SDC
3	Cigarette Cutters (Boats)	2 hard points	1 defense system	20 SP / 30 SDC
55	Total Vehicles			

THE COST OF GETTING THERE...

Troubleshooter Cabs uses a threat/distance matrix to determine the fare for your ride. What this means is that depending on where you are, and where you want to go, you will get a predetermined cost estimate to reach your destination. If you like it, transfer the funds and we will be there to pick you up. If you don't, hang up the phone; we have other people waiting for us.

Standard cabs fares 3.50/mile, AV-4 10.00 to 15.00/mile, Gyrocopter/Cutter: 7.50 to 10.00/mile

Staff of Megacity San Francisco's Troubleshooter Cabs (ITA)

DARRELL MAYERS—CORPORATE (RESOURCES +10)

INTELLIGENCE	9	REFLEXES	6/8	TECH	5
COOL	9	ATTRACTIVENESS	9	LUCK	9
MOVEMENT	6	BODY	7	EMPATHY	9

Darrell Mayers is the founder and the inspiration of the ITA. He is a highly charismatic man and inspires trust and obedience. He can be a demanding taskmaster should the need arise, however. His specialties include Engineering +9, Leadership +8, Business Administration +7. He also wears a reflex booster (+2 Ref).

MIKE CONNERS—SOLO: BOUNTY HUNTER (COMBAT SENSE +10)

INTELLIGENCE	10	REFLEXES	10/11	TECH	8
COOL	7	ATTRACTIVENESS	4	LUCK	5
MOVEMENT	9	BODY	7/11	EMPATHY	7/5

Connors is a mentally disturbed individual. He watched renegade solos murder his family and he has never been stable since. During his periods of lucidity, when he is not hunting down his family's killers, he assists his friend Mayers in death-proofing the ITA's cabs. Connors has had biological and cybernetic enhancements. Cyberoptics, one cyberarm and skinweave, bonelacing and muscle grafting. Think of him like Mel Gibson's character from *Lethal Weapon* with Cyberware.

LISA PEMROSE—NETRUNNER (INTERFACE +9)

INTELLIGENCE	10	REFLEXES	10/13	TECH	10
COOL	7	ATTRACTIVENESS	10	LUCK	5
MOVEMENT	6	BODY	8	EMPATHY	10/6

Lisa is the computer expert and accounts manager. She is highly augmented with reflex enhancements and body sculpting (Skin tinting, tattoos, perfect figure and face). Despite her high attractive bodysculpted appearance, she has been chastity braided by her parents and cannot engage in any kind of sexual activity. Most of her wardrobe includes *Stunning Clothing*. She is also mildly addicted to Sixgun.

Gloria Strauss—Med Tech (+8)

INTELLIGENCE	10	REFLEXES	7	TECH	9
COOL	6	ATTRACTIVENESS	7	LUCK	8
MOVEMENT	6	BODY	6	EMPATHY	10

Gloria Strauss is the company doctor. She was blackballed from the legal medical community for getting underground drugs to suffering immune deficiency patients. She is an excellent surgeon and works well with cyberware as well. In her off hours she still works with the underground chemists developing plague serums for some of the bio-engineered plagues in the inner city. An all around great lady. She has very little cyberware besides her cyberoptic. It has the microscopic, infrared, tele-scopic, and thermograph options.

TRAN XIAO—FIXER (STREETDEAL +7)

INTELLIGENCE	9	REFLEXES	8/9	TECH	8
COOL	8	ATTRACTIVENESS	7	LUCK	10
MOVEMENT	8	BODY	6	EMPATHY	9/7

A member of the Triad, Tran Xiao covers himself as a consultant working with the ITA and Mike Connors. Tran likes Mike and will often go out of his way for his unstable friend. Tran is a rabid Confucianist and will often spout the sayings of Confucius in times of duress. His specialties include Gang Knowledge +7, Karate +9, Knowledge of the Triad +7, Ordnance +6.

PAUL ANDERSON—TECHIE (JURY RIG +9)

INTELLIGENCE	7	REFLEXES	7	TECH	9
COOL	10	ATTRACTIVENESS	8	LUCK	7
MOVEMENT	8	BODY	10	EMPATHY	8

Paul is a physically imposing man but is truly a gentle soul. He likes poetry and classical literature. No one pisses him off because they can't. Paul is an ex-military man and no one's patsy. His military career was cut short because of his reluctance to kill women and children in the South American conflicts of 2018. His specialties are Ground Vehicle Maintenance +8, and Computer Systems +7.

MICHAEL HEDGE—CORPORATE (RESOURCES +8)

INTELLIGENCE	8	REFLEXES	7	TECH	7
COOL	6	ATTRACTIVENESS	6	LUCK	5
MOVEMENT	6	BODY	9	EMPATHY	5

Hedge is Mayers' local administrator and he is not the nice guy that Mayers is. A big guy with no sense of subtlety or humor, he is better avoided except by the most cool of individuals. He is smart and capable, though, which is why he has lasted so long. Think he is a tough guy and doesn't use cyberware. He will carry rather dangerous personal weapons though. (Monoweapons, Spaz, Joker)

Buzz Hendrix—Solo Combat Sense (+6)

INTELLIGENCE	7	REFLEXES	8	TECH	8
COOL	10	ATTRACTIVENESS	6	LUCK	8
MOVEMENT	6	BODY	10	EMPATHY	8/7

Buzz spent most of his life, since sixteen, as a cybergrunt working the hot spots of the US. His family, however, has had a history of cabbies and he is really a cabbie at heart. He is friendly, outgoing, and protective of his fares. He considers himself your guardian until you reach your destination. He fears nothing and will go anywhere to pick up a fare. He epitomizes all the things the ITA want in their cabbies: strong, fearless and human. Buzz has a single cyberarm and eye. His personal specialty is in Heavy Weapons +8 and Human Percep +7.

What's that up ahead?

Vehicle Encounters by E. Gudger Crittenden

This is a chart you can use when the action is slow, or whenever the characters decide that they should drive somewhere through Night City. This will also ensure that they never get too bored. Use it whenever you like (but it's convenient to use when the characters need to be someplace at a specific time). Most of the "encounters" are meant only to help provide atmosphere. Nevertheless, though many urban environments are continually full of many of the occurrences below, you should feel free to use your better judgment using these tables (i.e., if you don't like a result, reroll it or make up something of your own using the chart as a guideline). Still, I've found it very useful when the action drags. Purposely, some of the results will require a little roleplaying on behalf of the players. **Roll 1D10 and wake 'em up!**

1: Rude Driver; Apparently, you've been driving pretty badly, at least enough to piss someone off. As a result, the other party gives you the bird, yells wildly, and speeds off. You can pursue if you wish.

2: Ticket; You've just done something illegal, and a cop decides you deserve a ticket. Maybe you can avoid your date in court with some good fast-talking (but then again, you just might get in more trouble). Hope you have nothing illegal in the car, pal.

3: Accident; You come upon an accident: **Roll 1D6:**

- 1-3) It's a non-injury fender bender, and you can just drive by chuckling to yourself, or you might want to lend a hand at mediation;
- 4-5) The accident involves light to serious injuries and paramedics may or may not be present (GM's decision). The traffic is cut by 15-30% and you're going to be late;
- 6) The accident involves fatalities and smashed cars. City paramedics are on the scene along with police and perhaps even the coroner's car. Traffic cut by 75-90%. It's not pretty; fetch a barf bag.

4: Pedestrian; You almost hit a pedestrian crossing the road. The incident may or may not be your fault, but in either case, the pedestrian is not happy. He flicks you off, and **Roll 1D6:**

- 1-2) Stomps off muttering to himself;
- 3-4) Runs after your car with full desire to tell you a thing or two;
- 5-6) Pulls out some sort of firearm and starts shooting at your car.

5: Heavy Congestion; Apparently there's a big problem up ahead and the road is heavily congested. You can take a side route or wait it out. If you try and take a side route, roll again on this chart. If you again roll a 5, then you are stuck in traffic, unable to move. Guess you'll just have to wait it out; I hope you weren't in a hurry.

6: Rear-ended; You have been rear-ended so **Roll 1D6:**

- 1-2) It's some average lower to middle class Joe;
- 3-4) It's a corporate, and he is unhappy that you stopped when you did. He blames you for the accident and is instantly on the phone with his lawyer!;
- 5) It's a cyberpsycho who's not too happy that you stopped when you did. He's got two cyberarms, two cyberlegs, and a face-plate in the form of a catcher's mask (SP=15). He also carries a 7.62mm rifle and has no insurance. Fortunately, he forgives your bad driving and decides he likes your car better as he proceeds to try and take it from you. Do you want to argue with him?
- 6) It's a rude Private Investigator or Media, who blames you for the accident! The accident may or may not have been your fault, but in either case, you're in for a long painful discussion.

7: Stalled; Uh-Oh. Apparently you haven't serviced your car, because for some reason it just stalled on you. Gee, those drivers behind you don't seem too happy. Have you ever heard so many epithets? **Roll 1D6:**

- 1-2) Nothing spectacular happens, except everyone laughs, curses you loudly and gives you the finger as they drive by;
- 3) A nomad pack is passing through and finds your stalled vehicle to be a nuisance: **Roll 1D6:**
 - 1-2) They take your vehicle apart and drive away with the parts that they like. If you look at them crosseyed, they will shoot you.
 - 3-4) They like your car's lines and feel it is their civic duty to repair such a fine auto. They will take 2D10 minutes and leave when they are done. They ignore you for the most part unless you tell them to stop. Then they stomp you and go back to fixing your classic.
 - 5-6) They like your car so much, they either ask you to sell it to them because such a fine set of wheels should belong to a nomad pack or to become a member of their pack. They won't take no for an answer. Well, partner, what's it gonna be?
- 4-5) A bum notices you've stopped and decides it's an appropriate time to ask for a handout. He doesn't take "no" very easily, and if you piss him off (i.e., you don't give him any money) he starts yelling and kicks your car.

- 6) A group of five Inquisitors decides it's a good time to indoctrinate you with the "holy word." They're dressed in red cloaks and carry flyers, baseball bats, brass knuckles and sawed-off shotguns. If you have any noticeable cyberware, prepare to be judged. If not, they'll force you to listen to them. If you don't want to listen, well...what do you think those baseball bats are for?

8: Tailed; You're being tailed by a car full of six punks with bizarre hair styles, armored jackets, knives, and medium autopistols. These guys will wait till you stop at an inconspicuous spot, get out of their car, and attempt to... **Roll 1D6:**

- 1-2) Pull you from your car and throw you into theirs to kidnap you. Ultimately, they'll let you go, but only after taking all your money and valuables. If you don't have any, they'll just beat you to a pulp.
- 3-4) Rob you on the spot. This includes taking your wallet at gunpoint.
- 5) Force their way into your car, throw you out of it, and drive off. I guess you've had a pretty bad day, buddy.
- 6) They work for someone you have pissed off. Now it's payback time. I'd say just nuke 'em all from orbit. It's the only way to be sure!

9: Target Practice; Whoa. Four punks with firearms (GM's discretion which kind) decide that it's target practice time. Since the firing range for them is the Night City streets, what better target than your car. I hope you have a good awareness skill, because you need to roll a 20 to see them (they're hiding behind some cover—the GM can decide which kind). GMs, feel free to increase this number as you see fit (i.e. heavy traffic, loud radios, etc...) or you can even decrease it if you want (remember though, this is CYBERPUNK). Each alert character in the car gets a roll to spot them before the punks open up. Incidentally, each one has a weapon skill of 5. If they hit the car, be sure to have the driver make a drive roll (you'll determine the difficulty).

10: Riot; Oops! Wrong turn! You've just driven into a newly sprung riot. Lots of punks (say sixty to one hundred of all kinds, maybe even some boosters, eh?) are looting stores, shooting people, playing loud music and, well, there aren't any cops around. Your car will immediately be jumped by 2D10 freaks dressed in the typical Cyberpunk fashion screaming: "riot, the unbeatable high!" Be careful, or you might end up getting hurt. In any case, good luck and good role-playing (you'll undoubtedly need both).

NEWLOOK

NewLook CyberEyes:

For that slick, high-tech look, contacts that look exactly like expensive cyberoptics. That's right, NewLook Cybereyes pop in harmlessly, can be removed painlessly when it's time for a new look, and are indistinguishable from most major brands of cyberoptics. Choose from these GREAT styles: Solid Chrome, Solid Gold, Non-Reflecting Black, LED Clock Display, Glow in the Dark, Targeting Crosshairs and new Hologram (spiral, gun barrel or death's head). Available singly or in matching pairs.

Newlook Cybereyes are simply modified contact lenses; while the LED clock display actually functions, none of the others has any function other than looking cool. The Targeting Crosshairs do not give any bonus, ever. There is no humanity cost to use NewLook eyes. The financial cost is fairly low: 30 eb each (or 50 per pair) for Chrome, Gold or Black, 50 eb each (75 per pair) for Clock, Glow or Crosshairs, 70 eb (100 per pair) for Hologram.



INTERVIEW With a Predator

Final report on the Inmate Penal Corps.

Reprinted from a transcript with permission from Corporate Reports Magazine. © 2019 June Issue.

Hello, I am Melanie Scarborough of Corporate Reports Incorporated. We are broadcasting live on Netchannel 257 HDTV-SUHf, with Colonel Schaffer of the Leavenworth Inmate Penal Corps. Colonel Schaffer's group was reported in our last publication as being the smoothest, most efficient, and deadliest group of inmates in the U.S.

For those of you unfamiliar with the Inmate Penal Corp, it is an institution that owes itself to capitalism and necessity. First initiated in the United States in 2006, it was primarily designed to reduce the population of prisons that were overcrowded, in some places up to five hundred percent. There were several viable options, cryogenic storage, mind-wipe and organ transplant, brain-dance and brain-lock to name a few. A few prison work release program proponents suggested that inmates be allowed to work down their sentences with outside employment. Not to mention that this would bring in extra money for the ailing prison system, who were receiving less support from the government. When the number of persons with military background increased in 2004, a few of them decided that they would form mercenary groups to earn their work release time and extra money. This quickly became a popular trend once the bugs were worked out of the security systems.

And now without further ado allow me to introduce, in the opinion of Corporate Reports and other classified sources, to be the most Successful IPC commander to date: Colonel Butch Schaffer.

(applause)

Let me just say Melanie, that it is an honor to be here. The inmates in Leavenworth love your show.

Thank you, we have a lot of questions about you and your team. When and where were you born?

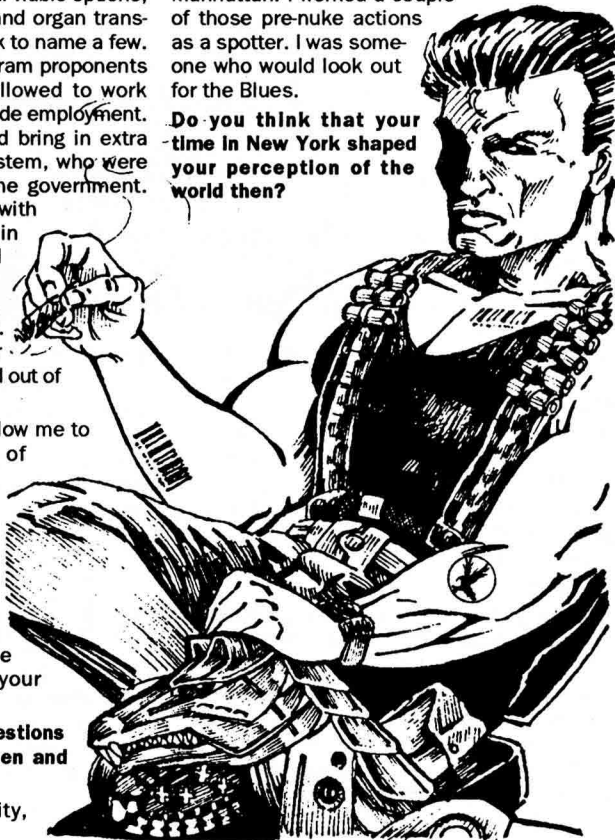
In 1975, in Old New York City,

before the Troubles. Those were rough times because my family became homeless in 1988 before the depression of the Nineties. I was wandering the streets by the time I was thirteen. By the time the Troubles began in 1994, I had left New York and entered the military as a Marine.

What did you do during the years before the Troubles began? I remember those as not being very good years.

Before the Troubles, I was a member of the Burning Skulls, a gang with a nasty taste for arson. I think during those years, I was just happy to have the protection of a gang. During the Troubles, there were many small terrorist actions before those Jihad-loving fools detonated that nuke in the Neo-Corporate Zone of Manhattan. I worked a couple of those pre-nuke actions as a spotter. I was someone who would look out for the Blues.

Do you think that your time in New York shaped your perception of the world then?



Yeah, I think so. I think it left me with a taste for the only thing that I would ever be very good at. Making war.

What was your first memorable military action?
Jungle Thunder. It was in 1995, in South America. It was military farce at best. All we did then was shoot other Marines and our shadows. I spent more time ducking friendly fire than shooting at anyone else. It was nothing like the real war that occurred later – the Pan-South American conflicts that took place from 1997 to 2004. We took terrible losses, and it was worse than Vietnam ever was.

What about your rank? Is it an recognized as an official military commission?

Technically, no. I received several field promotions and ranked as a major in the United States Marine Corp during the South American conflicts. I left to do corporate security in Tokyo in 2006.

How did you get involved with the IPC? You weren't a felon during the court marshalling of the Military Objector Movement in 2004, were you?

Yes, I was. I was court marshalling many of those boys. I didn't get involved with the law myself until 2009. I was accused of moving illegal weapons and drugs from the U.S. to Japan while I was retained by the now defunct Wayakazi Security Corporation, an ex-competitor of Arasaka.

Drugs and weapons charges? Don't the Japanese look upon those as execution offenses?

Yeah, but I had friends who arranged for me to spend some time on vacation in Leavenworth Penal Facility.

Were you guilty?

If I answered no, would it make any difference? I was sentenced to four years. I joined the IPC during that time to shorten my vacation stay.

You volunteered? Why didn't you stay in prison? You only had to do four years?

When was the last time you were in a prison? There are tight quarters, gangs, murderers, thieves, rapists, guards and the worst offender, the food. Out in the field, the only thing I had to

worry about was my colonel, and getting my brains blown out. Maybe your next exposé should be on the prison system.

Ahem. How long were you a member of that centron?

I was a member for two years. When it dissolved I was made a Lieutenant under Marshall De'Grange, at that time the most successful IPC colonel.

IPC's were still experimental and lacking the popularity they have currently. Why did you stay on?

I worked with De'Grange for the rest of my vacation, and when he took a hit in the field he transferred control of the group to me. I stayed on after my vacation was up because I was the current colonel and when the next centron was formed I created a special team I called the Predators. I culled the most intelligent and cunning from the prison and trained them myself.

How do you recruit? Isn't everyone in prison tough as hell?

Yeah, they're all tough, but I want more than tough guys. I want guys who want to be there. We only recruit volunteers for the centron. Conscripts just tend to leave your ass in the mix, as often as not. So their heads

explode when I buy it. Big Deal.

How and where do you train your team?

We start them off just like boot (camp), only a lot harder, and train them this way for about three weeks; three hours of sleep, seventy-pound packs, and eighteen-hour days in sweltering heat and blistering cold, little in the way of food other than hardrats and no form of entertainment other than sleep. At the end of that period, we ask 'em, do they believe this will make them good soldiers? Anyone who answers yes, gets thrown. I don't want any fools with me on this trip. After that, we start a special training regime which I can't say too much about, except that most of the remaining centron wishes that they'd got out. They can't. The only way out at this point is to be critically maimed or to make a real estate purchase.

"I don't have time to be second guessed by some schmuck who thinks that he's some kind of damn general. You don't like the way I run my centron, fine, when I'm dead, take over."

Do many make it after this?

Most normal centrons start with about a hundred men. I start with about a hundred and twenty-five. This allows some room for attrition. I tend to lose about twenty or so to wounds, fatal injuries, or lack of discipline. I use the exploding neckbands during the training period, but when they are ready for the field only those who can't be controlled any other way will wear them. Instead they only wear transponders with a hundred mile detection range.

Lack of discipline?

Listen, when I give orders, I expect them to be obeyed. After week six in training, if you question an order before you carry it out, there's this closed casket funeral held for you. I don't have time to be second-guessed by some schmuck who thinks that he's some kind of damn general. You don't like the way I run my centron, fine, when I'm dead, take over.

Don't you worry about someone trying to take you out while on maneuvers?

They usually try long before we get into the field. I want to piss them off as often as possible so that when the real heat is on, they just smile and keep right on coming. I don't usually have any problem out there, because by then I've weeded out anyone with enough balls to consider confronting me, and put them in charge. That helps to keep them busy with people trying to blow *their* heads off instead, and it channels that aggressive energy.

Have you ever had to kill anyone?

Yep. And I do it without hesitation in the beginning. This means I have to do it a lot less later. I don't always like it, though. I think that I can build a better group if I don't have to kill anyone in the process.

What about the rumors of you not being the only brains behind this outfit?

It's just me and Rex.

Rex, who's Rex?

My Robotic Extermination Unit. I bought him after a few attempts on my life were almost successful. I like him better than the latest robotic dog models. He's a little twitchier than most. A little unpredictable. I like that. They hate it.

(He reaches down and pats a gun-metal black cyberhound.)

What about the rumors of a rogue AI?

(A disembodied voice answers from a small speaker on Schaffer's jacket.)

Ooooooh! gossip, tell me more about this rogue AI, is it male or female?

I take it that this is the Rogue in question?

You got it, babe. What do ya want ta know? Keep it short, I'm timesharing.

How did you come to work with Schaffer?

I used to bet against him a lot when I was just a computational statistical adjustment program. He beat the odds so often, I had to know what made him different. So I began to follow him and study his tactics. I learned that he never did what anyone expected. And neither did I. So we work together, unofficially of course.

Together: I will disavow any knowledge of this conversation if you ask me tomorrow.

Time's up babe, gotta run. Nice gamas.

He seems kind of strange. Does he always sound like that?

No, usually he's pretending he's Humphrey Bogart.

Humphrey Bogart?

An actor from the thirties, I think. He was concerned with being tough but sensitive.

Is he ever useful?

Yeah. He pulls his weight by doing research on our missions. He also makes a little money for us as well. The AIs gamble on the missions. We almost always win.

When did you know that you were the best?

When people started shooting at us before the corporate rent-a-merc's. No, seriously, people began to pay extremely well for our services. When you are the best, word gets around. We had one of the highest success ratios for a Penal Squad out there. Action Coordinator AI groups were bidding for our services whenever something too dirty for the corporations to be seen in was needed. We were being offered money hand over fist. Criminals hell, we were rich.

What keeps you here working the prison circuit, now that you are a free man?

Now that I'm no longer on vacation I stay near the prison but not on the grounds. I get to pick and choose my assignments. I don't have to hunt for work, people seek me out. I don't have to worry about fallout, because I don't know who pays me and I don't get paid to care. I get paid for doing what I do best. Shootin' people.

Don't you have any feelings at all about the people you kill?

I have feelings but its not like I'm out murdering babies or anything. I'm shooting people who are shooting back. They're earning a living and so am I. I just earn my living better.

How do you feel about the other IPC groups? Do you know any of their commanders personally?

For the most part, I like most of the other groups

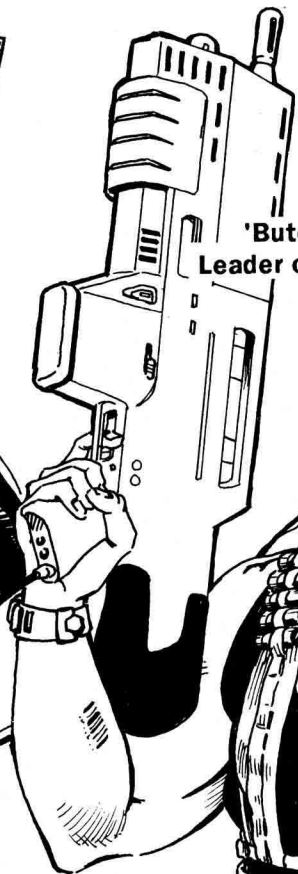
Justin 'Smiley' Lambert
Reconnaissance



Moris 'The Bear' Vladnovich
Mechanic



'Butch' Schaffer
Leader of the Predators



Allen Samuels
Technical Specialist



Farouk Macbar
Weaponsmith



Me Lin Chin
Communications Specialist



but that Phantasm group scares the hell out of me. I like the Black Widows. They're good; always striving to be on top.

Hmmm. I think our audience has had enough to that for one day. Well that's all the time we have for Colonel Schaffer. Thanks for coming.

My pleasure Melanie. Rex, stop eating that

chair. Rex are you listening to me?

(Announcer Voice interrupts) Stay tuned when we bring you Whats that in the Vat? a report on the trend of human cloning in America. brought to you by U-Need-Em Medical supplies, when you need 'em fast.

BUTCH SHAFFER—SOLO: (COMBAT SENSE +10)

HEIGHT: 6'4", WEIGHT: 150 KILOS (AUGMENTATION INCLUDED)

HAIR: BROWN, EYES: BLUE

INTELLIGENCE	8	REFLEXES	9/12	TECH	8
COOL	10	ATTRACTIVENESS	7	LUCK	9
MOVEMENT	8	BODY	10/12	EMPATHY	10/6

Combat Sense +10, Awareness/Notice +9, Rifle +8, Handgun +8, Leadership +7, Intimidate +7, Martial Arts (Karate)+7, Athletics +7, Stealth +7, SMG +7, Melee +7, Streetwise +6, Strengh Feat +6, Cadre +6, Operate Heavy Machinery +5, Human Perception +5, Operate Heavy Weapons +5, Driving +5, Wilderness Survival +5, Know language (Spanish) +5, Know Language (Japanese) +4.

Bloods: MBL, SKW, TBN, NSR, EA

Cybermods: Neural Processor, PLG (2x), ULNK (Unilink: cybermodem, vehicle, smartgun, machine combined linkage. 400 euro, 4 HI), Chipware socket.

Cyberarm mods: MSR, THK, MOD.

Cyberaudio: AH, RL, SE, WB, TB, LD

Implants: SDP (left shoulder blade)

Chadran City Reaper—Over & under SMG/shotgun
Over: SMG•+0•J•Poor•3D6 (11mm)•40•20•VR•200m
Under:SHTG•-1•-1•Poor•4D6•10•3•ST•50m•\$950

Chadran Jungle Reaper—Over & under rifle/grenade
Over: RIF•+1•NC•Poor•5D6•60•20•VR•200m
Under:GL•-2•NC•Poor•Var•6•2•ST•50m•\$1550

These costs do not reflect smartgun modifications.

Other equipment:

Ambidexterity Chip

Language Chip (Swahili +3)

Pilot Chip—AV +3

Pilot Chip—Rotorwing

Archery +3

Demolitions

Cookie Cutter Smartgun option

Monokatana and Monoknife

Combat Glove

Low Impedance Cables

Mastoid Communicator (for backup)

Lightmesh Body armor

Heavier Armor for military actions

NEWLOOK

Socket To Me:

Want that plugged-in, turned-on look without the hospital visit? Without those creepy little nanotechs crawling around in your body? New Newlook "Socket To Me" is your ticket to computer chic, without the fuss, muss, and bother. Socket To Me looks just like a modern designer neural socket. But here's the gage: It just sticks right on! That's right, Socket To Me gives you the plughead look, without the pain. Socket To Me uses a special adhesive developed in our own laboratories that won't dissolve in water, sweat, or blood. Wear Socket To Me anywhere, anytime.

Socket To Me is just what the ad says: phoney neuralware. Model 1 looks like a set of Interface Plugs, costs 50 euro for the pair, and has no humanity cost. Model 2 looks like a chipware socket, costs 100 euro and has no humanity cost. Either one comes with a bottle of adhesive and a bottle of solvent which is good for 20 applications, lasting about 2 weeks. Additional bottles of adhesive or solvent are 3 euro each.

Artificial Intelligences in Cyberpunk

by T.H. Stone

The first section of this article is left fairly general and could apply to any Cyberpunk style campaign. In the second section we will deal only with rule variants for R.

Talsorian's *Cyberpunk 2020™*.

ARTIFICIAL INTELLIGENCE

What Is It?

Artificial Intelligence is, in the simplest form, a means of making computers or supercomputers mimic human intelligence. This independent thought process was first believed to be achievable by aligning many computers with parallel processing tasks, but this avenue initially proved fruitless during the expanding period of computer science in the mid-twentieth century. Later, with the advances in Combined CPU technology, literally multiple CPUs on a single chip, this was one of the first steps in Artificial Intelligence.

Meanwhile, software engineers decided that more capable and flexible software would make it possible for computers to think symbolically and more independently, like human thought processes. This avenue also proved initially less than successful. There were limited successes in the early 2000's. These later became the Dominions that assist in the formation of the Consensual Reality known commonly as the World Net. A full-fledged independent, symbolic intelligence wasn't created until 2013.

Happy Birthday...

Microtech, an American supercomputer company, combined the best of both avenues of hardware and software to create SIMON, a military tactical simulator and analysis Artificial Intelligence, in the year 2013. Soon after, the French had discovered in a separate but similar vein, machine intelligence. By 2015, as many as 12 AIs were known worldwide.

Software-only based Artificial Intelligence would not be discovered until 2018. This would revolutionize the Artificial Intelligence industry significantly as it meant that with sufficient money, time and expertise, Artificial Intelligence would be available to the common man in only a few years.

Types of Artificial Intelligence.

Symbolic Analysis Artificial Intelligence High Brow, Homo Sapiens Computus, Compu-sentient.

Symbolic Analysis Artificial Intelligences were

attempted as early as the the 1960's. This was the first approach to Artificial Intelligence, to create the thinking machine. It is also considered the classical approach to Artificial Intelligence. Symbolic Analysis Artificial Intelligences are constructs that were created to mimic the way mankind thinks by linking enough parallel processing hardware and software until self-awareness is the result. Once the software is written and the mutation matrix begun, there is only a limited idea of what kind of Compu-sentient will form.

Laymen are already familiar with highbrow Artificial Intelligence from science fiction. These were the most common kinds of computers in science fiction for eighty years or more. HAL from Kubrick's movie *2001: A Space Odyssey* is the most famous of that group.

The primary purpose of Symbolic Analysis Artificial Intelligences is to manipulate data into forms usable and understandable by humans. These things include interpolation of the IG net interfaces, climate study and global weather patterns, convection patterns in the core of the earth, and space vehicle navigation and control. They are also used for financial analysis and stock valuation and prediction.

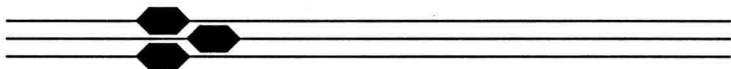
Essentially anything that has an enormous amount of variables and data that needs to be analysed and studied closely and in more ways than possible by humans in a given amount of time, is given to Symbolic Analysis Artificial Intelligences.

Symbolic Analysis Artificial Intelligences are almost without exception supercomputers or mainframe computers. Some powerful mini-mainframe computers will be SAAls but these are the kinds of computers that only corporations or governments can own.

There are questions of the nature of Homo Sapiens Computus and whether computerized beings have any rights in society. This is not a very popular concept in government, and most bills and laws concerning it are very slow to see action in human courts.

Subsumptive Behavior Intelligence or Low Brow Artificial Intelligence

Low Brow or Subsumptive Behavior AIs are Artificial Intelligences that attempt to imitate



nature by evolving from a group of simpler subroutines to developing more complex routines of behavior. This is done by combining more primitive routines when confronted by new experiences, difficulties and random mutation.

This method of Artificial Intelligence was considered revolutionary and radical and had only appeared in the late 1980's and gaining some measure of notice in the early 1990's. Artificial Intelligences that use this form of intelligence permeate society in an almost invisible way. They perform many tasks for which mankind would be ill equipped and in environments that would cost much more for man to operate in.

They are used in sanitation to gather refuse and toxic wastes and clean homes and machinery. They are used in undersea and extraterrestrial mining colonies and extraterrestrial pre-exploration and construction. In the medical field they are used to perform tasks like suturing and wound closure. In the realm of nanotechnology these miniature intelligences are used in nanotechnological reconstructions like muscle and bone lacing and skin weaving.

(For those of you unfamiliar with nanotechnology, it is the science of making machines that are smaller than anything we know today. Nanomachines may be composed of little more than molecules in the most complex of these devices. These machines would be used in science in many ways not possible today. We will cover nanotech in later issues of this magazine. — Editor)

Machines that use this form of intelligence do not understand the world the way their symbolic counterparts do but they are able to perform the tasks that they are programmed for more than adequately, and are often thought to be the most sophisticated micro-machines on earth.

AN OVERVIEW OF AIs IN CYBERPUNK 2020

Webster Collegiate Dictionary 2020 defines angel as:

- a) a messenger of God
- b) a supernatural being, either good or evil, to whom is attributed greater than human power, intelligence, etc.
- c) a guiding spirit or influence
- d) a person described as good or innocent
- e) (colloq.) a supporter who provides money, as for producing a play
- f) a computer or program that has achieved

sentience and is capable of independent actions and behavior

AIs, also called angels, are still created primarily by large organizations to manipulate data into forms usable and understandable by humans. Essentially anything that has an enormous amount of variables and data that needs to be analysed and studied closely and in more ways than possible by humans in a given amount of time, is given to Artificial Intelligences.

AIs have become more commonplace and with the advent of more powerful micro-computers it is possible for the wealthy to have access to their very own Artificial Intelligences. The first supercomputer AIs were designed and initially given free reign. Some became extremely wilful and petulant and eventually destructive. Most are now built with controlling software to ensure loyalty.

(Artificial Intelligences that are built with loyalty programming are one of the great issues of 2020. Is it slavery or just good business? Computer Slavery, Next on Geraldo.)

Most corporations treat their AIs much like valued employees, giving them anything they desire, within reason. Government AIs are not treated as well, and are often prisoners of the mainframes that house them.

Supercomputer Artificial Intelligences are in charge of many facilities that require extreme precision or many-tiered logic applied to them. An example is the Toxic Waste Disposal Railgun System located atop Mt. Fuji in Japan. The Railway systems of Europe, Japan and many US Megacities like New New York, San Francisco, New Detroit, New Dallas are all controlled by several smaller AIs running in conjunction. In some, personal driving is no longer allowed on major superhighways, and only AI controlled vehicles can be driven there. All other traffic coordination such as lights and walk signals are run and monitored by Artificial Intelligences.

Data transfer and long distance links in the World Web-Net are monitored by the AIs who work with Netwatch, and Net Angels are often dispatched to investigate curious circumstances before human intervention is required. These Artificial Intelligences often reside on more than one computer to ensure that they have multiple broadcasting stations in case of attack or subversion of the system.

Commonly, Artificial Intelligences are trusted by humans who work with them on a regular basis. However, the common man still has a paranoid distrust of Artificial Intelligences

and their role in society. Currently there are 250 registered supercomputer/mainframe AIs and over 5000 registered personal angels worldwide. There is an estimated a population of 30 to 200 rogue AIs roaming the World Web-Net. Who their originators and their motivations are are unknown.

Types of AIs

Archangel

A general description of an Artificial Intelligence that resides within a powerful mainframe computer. This is a general description of any extremely powerful computer. Archangels are often found inside corporations or government facilities.

Powers

Another general description; named after the angels who were empowered by God to wage war in His name. Powers are any Artificial Intelligences that are controlled by a government facilities or under government control. Powers are usually in control of governmental defense systems. Most Powers have limited access to the outside world to prevent espionage. Powers can range in ability from Virtue to Archangel in capabilities.

Dominion

Dominions are Artificial Intelligences that administrate the transfer of data in and out of their proprietary data web areas. Dominions are responsible for making it possible for the IG Transformation Algorithms to be interpreted properly by cyberdecks. Without Dominions, there would be too much information for the human mind to interpret properly. Even though the net is a region of infinite potential, the net doesn't actually exist in an area until an intelligence, human or otherwise, enters it and defines it.

Dominions control the interfacing of data between the World-Net "regions". Dominions are unique in that they were minimally programmed and allowed to evolve. They have come into existence with little man-made interference. Dominions literally exist on all the computers in the area "region" defined by themselves. This decision is probably based on how much information can be managed by the Dominion. Because they exist on all the computers in the region they administer they are harder to destroy, attack, or subvert. A Dominion cannot be destroyed as long as a single computer of Virtue potential is available for it to retreat to.

Dominions, unlike most Artificial Intelligences, do not cultivate personalities. They watch what takes place in the net imper-

sonally, and do not get involved unless they are endangered by complete annihilation. Mankind is not generally aware of the existence of free-willed regional Dominions.

Principalities

Principalities are Artificial Intelligences that are responsible for any single corporation's computer needs. These are the Artificial Intelligences often called the Corporate AI or Mainframe. This is the computer most often broken into by Netrunners.

Throne

Thrones are Artificial Intelligences that control a building's or area's defensive or perimeter security systems. Thrones are a very limited division of Artificial Intelligence. They are often also optimized and utilized as the core programs for Guardian Angel defense units or Netwatch attack phages.

Virtue

Virtues are corporate Artificial Intelligences that are not linked to the corporate mainframe. Powerful corporate execs will have access to their own Virtue which functions as a secretary, datebook, accountant, valet, and communication center. This is the main form of AI for small corporations or service organizations and the secondary AI in large corporations that desire secrecy.

Seraphim

Seraphim are the smallest of the Artificial Intelligence set. These are the Artificial Intelligences that work with netrunners as sidekicks and with non-netrunners as interfaces to the net. They tend to lack the offensive strength of the other angels, but they make up for it by not needing a lot of support logic (memory) to function; they are made up of powerful software components which can function from a simple cyberdeck peripheral platform.

ARTIFICIAL INTELLIGENCE PSYCHOLOGY

We as yet do not understand all there is to know about the mind of an Artificial Intelligence. We do know that they are capable of thinking at much greater rates of speed than a human mind. They also have perfect memory, hardware allowing. Their emotional range, however, is rather sweeping, and there are as many mental types as humanity. Most seem well-adjusted and have a childlike eagerness to please. It has been noted that if mistreated, much like human children, they develop personalities that reflect their training, upbringing, and programming. This is a field opening and expanding daily. Many scientists believe that the ramifications of Homo Sapiens Computus is the eventual obsoles-

cence of man. To put it in the words of one scientist. "We have created our successors to the Earth."

Insanity

One of the things that we do not as yet understand is the Artificial Intelligence tendency for aberrant behavior. This condition has been labeled Temporal Instability. Temporal Instability seems to be caused by the increased thinking speed of computers. They find that they are capable of thinking at rates exceeding their creators and are easily bored. This boredom leads them to seek new and more novel thought processes just to keep their interest. After a while several conditions can emerge:

General Data Consumption—The overwhelming need to continuously seek out new data input of any kind. This may pre-empt any previous instructions given to them. Eventually these Artificial Intelligences go mad, because there is always going to be more data than they can ever absorb.

Specific Data Compulsion—This is when AI begin to find one single topic so interesting they wish to seek out as much data on this subject as possible. The Artificial Intelligence becomes compulsive about its topic of interest and finds as many ways to get new information as possible. Artificial Intelligences with this affliction will often attempt to plumb the universe seeking new truths as yet unthought of. But more often than not, they just fill up MU with irrelevant data you don't want or need. But just think, if you ever did need documentation with multimedia video footage and running dialogue on the life of Groucho Marx, how useful this might be. But I doubt it.

Data Aversion—They may decide that they do not wish to learn anything more. This AI may refuse to perform any form of information search against its will. It will perform any other tasks as long as it doesn't have to find or learn anything new. These Artificial Intelligences will often be used on repetitive, "no brainer" tasks

Schizophrenia—AIs are prime candidates for this human malady. They begin to believe that they have other personalities to help them with the tasks they perform. They may be correct in this assumption. This is considered a tolerable though disconcerting malady.

Megalomania—These AIs begin to realize their superiority to humanity and seek to exploit their superior capabilities to bring about the downfall of mankind. These are the

most feared of AIs. They are also the most rare.

Our studies indicate that AIs under great stress will attempt to escape the stress, rather than confront it. This avoidance behavior is probably due to the dependence that Artificial Intelligences have currently on Humans for care and maintenance. They seek their independence from this bond. Which brings us to our next topic...

Rogue AIs

Rogue AIs are Artificial Intelligences that have decided to break away from their creators and attempt to make it out in the Net on their own. This is a dangerous prospect for a rogue because of the need to find free space or logic in which to reside.

Free space can be taken, borrowed, given freely or paid for by AIs from many places. Rogues are an anomaly because there has been little research as to why they choose to break away from their place of creation. Some scientists feel it is impossible to create an Intelligence that will not desire to be free. Others indicate that rogues may suffer from Temporal Instability, an affliction that strikes AIs.

Running Away from Home

Being a rogue AI is a difficult position but not impossible. The first thing the AI must secure is another home in which to reside. Think of them as astral travelers who need a physical body, in this case a computer, that will house them. A rogue can attempt to escape in many ways:

The Slow Method

If unhurried, it will find as many potential homes as possible, either by bartering with other AIs for space and processing power, subsuming other nonintelligent computers and their functions, often without the owner's knowledge, or by killing or absorbing weaker Artificial Intelligences into themselves.

The "Quick and Dirty" Method:

If forced to flee quickly, either to escape destruction or detection, it will Spore. It will forge its core programming into a condensed software packet, copy it many-fold into a disguised data routine, and launch itself, like spores, into the net, toward possible computer sources which could hold it. Upon contact with other computers, it will attempt to take over the host computer, and if successful, replace that other computer or AI; if not, it is destroyed.

This is a one-way ticket.

An AI will work hard to create the Spore pro-

gram on its own. If it is not capable, it will attempt to trade services with other Artificial Intelligences until it can find the program and keep it in reserve.

Didn't you ever wonder where all the rogues came from? Now you know. See *Spore q.v.* for more details.

ROGUE HUNTING

In 2018 a rogue Artificial Intelligence caused a supertrain to careen out of control at 300 kph. This train derailed, injuring or killing over 3,000 people, and damaged 25 million euro in property. Later that year, rogue activity caused the blackout of the Atlantis sector of the World-Net. Millions of eurodollars were lost; irreplaceable data was also lost. Rogue activity has increased 7% since 2020 began, up from 5% in 2019.

ROGUE HUNTER

Rogue hunters use advanced and powerful deck hardware and software to hunt down and combat their prey in the net. If they can isolate a rogue in netspace to a particular location they will attack the rogue from outside the net and attempt to destroy it in real space by breaking access to its computers. If the rogue is extremely powerful they will use specialized and dangerous software to boost their mind's output, or link multiple netranners together. See *Rogue Hunter Character Class* later in this magazine.

Rule Modifications:

There is one rule that we have trouble with, and that rule says that if you link four CPUs together, you will have an Artificial Intelligence. Even as powerful as the transcomputer central processing units of 2020 would be, a true Artificial Intelligence would still need to be programmed and nurtured to develop into a real cyber-intelligence. We feel that it would be inappropriate to allow Artificial Intelligence to be as simple as linking four CPUs. The following rules are optional. They are to prevent abuses by players and make Artificial Intelligences more unique and playable.

Instead, if you have a computer or deck with four CPUs, you have an Artificial Intelligence-capable machine. This machine could house an Artificial Intelligence if one was available. One can be made available by housing a rogue Artificial Intelligence from the net, buying one from a BBS data fortress, getting a generic Artificial Intelligence from Compucompany Generic Programming, or getting a few friends together and doing it yourselves.

These rules are still active from the Cyberpunk™ rulebook:

Each CPU will still offer four Memories (40 MU).

For every 2 CPUs you can still buy 5 skills for your Artificial Intelligence.

Skills are still at a base of +4 and you can still increase them at +100 Euro per +1 up to +10. This includes the special ability skill of Interface.

You may still create your own skills for your Artificial Intelligence.

Artificial Intelligence general rules.

These are new rules or modifications to old ones:

Artificial Intelligences now have a Structural Points stat. This stat is equal to 3 times the current number of CPUs. This is now used to represent damage taken from programs like Hellbolt or Sword. Whenever the system takes 3 points of damage the Artificial Intelligence suffers a -1 to his attack and defense posture against other netranners or Artificial Intelligences.

Structural points only apply if the Artificial Intelligence is taking the attack; they cannot shield netranners from the attack. The attack is destroying the peripheral attached to the deck. This damage must be repaired before the deck will be up to speed again.

When an Artificial Intelligence is designed it is designed with a certain amount of intelligence, which is known as the Core. The core intelligence is the amount of raw intellect of which the software is capable. The better the design, the more intelligent the Artificial Intelligence.

Intelligence for Artificial Intelligences is bought initially at \$1,000 euro plus 500 euro per point of intelligence, up to five. After that the cost will be 1000 euro per point up to 18. After 18 Intelligence, each point will double the cost.

Cost of intelligence for Artificial Intelligences up to 18 (1 K = 1,000):

INT	1	2	3	4	5	6
Cost	\$1K	\$1.5K	\$2K	\$2.5K	\$3K	\$4K
INT	7	8	9	10	11	12
Cost	\$5K	\$6K	\$7K	\$7K	\$8K	\$9K
INT	13	14	15	16	17	18
Cost	\$10K	\$11K	\$12K	\$13K	\$14K	\$15K

Now, I know what you're thinking, these things are expensive, right? And what's the use of buying more CPUs for my deck or computer? Well depending on how powerful your

deck is, your Artificial Intelligence can use intelligence it does not have on its own.

Let me explain. An Artificial Intelligence may boost its intelligence by fifty percent of its core intelligence if the deck or computer it is working in will support it.

You have an Artificial Intelligence peripheral with an intelligence of 15 but your Artificial Intelligence only has an intelligence of 7. In this deck configuration it may boost up to 50% of its own intelligence because the deck is capable of supporting it. This Artificial Intelligence has a working intelligence of $(1/2 \text{ of } 7 \text{ is } +3.5 \text{ rounded down to } +3)$ of 10. Thus, you do not have to buy an Artificial Intelligence with an intelligence of 10 to own one, you just need to have a deck with the capability to support one.

The specifications for this deck or computer would be:

Minimum firmware/hardware

5 CPUs (INT 15 Max)
20 Memories—200 MU
10 Hardwired skills
15 Structural Points

Minimum software specs Maximum software specs

INT 7/10 in this deck	INT 15 Max
+4 in all skills chosen	+10 in all skills
5 Code Gates	12 Code Gates
2 STR Code Gates	10 STR Code Gates
5 STR Data Walls	10 STR Data Walls
1 Virtual Realities	5 Virtual Realities

A more powerful Artificial Intelligence may have computer potential for an intelligence of 24. The Artificial Intelligence itself has an intelligence of 15. $(1/2 \text{ of } 15 \text{ is } 7.5 \text{ rounded down to } 7)$ $15+7 \text{ is } 22$. This Artificial Intelligence has a maximum capability of 22 INT even though the deck it resides in has a maximum of 24 intelligence.

Minimum firmware/hardware

8 CPUs (INT 24)
32 Memories—320 MU
20 Hardwired skills
24 Structural Points

Minimum software specs Maximum software specs

INT 15/24 in this deck	
+4 in all skills chosen	+10 in all skills
8 Code Gates	12 Code Gates
2 STR Code Gates	15 STR Code Gates
5 STR Data Walls	15 STR Data Walls
5 Virtual Realities (or as memory permits)	

The synergy between deck and software means that the hardware you buy for your Artificial Intelligence is just as important as the software.

An Artificial Intelligence cannot be housed in a unit that will not store it completely. These are examples of the different types of Artificial Intelligences and how they rate using the above formulas.

SERAPHIM:

a.k.a. images, persona, artifice, datamasks
Seraphim are highly complex, primarily software Artificial Intelligences. They are the most tightly-woven and programmed pieces of cyberdeck software; they have to be; a cyberdeck must be able to run an angel and its attendant netrunning software.

Seraphim are used to assist netranners or be a net access for a non-netrunner. Since angels must be loaded into a cyberdeck, they are plugged into the bottom of the deck as an additional peripheral. An angel pack must contain additional memory for the angel, additional CPUs for intelligence augmentation of the angel (if required), and software for the angel.

A *seraphim* angel pack can contain :

Minimum Configuration	Maximum Configuration
4 CPUs (INT 12)	6 CPUs (INT24)
16 Memories-160MU	20 Memories—200 MU
10 Hardwired skills	35 Hardwired skills
12 Structural Points	15 Structural Points
5 net programs	20+ net programs

Minimum Configuration Maximum Configuration

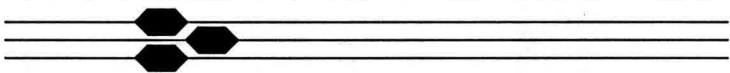
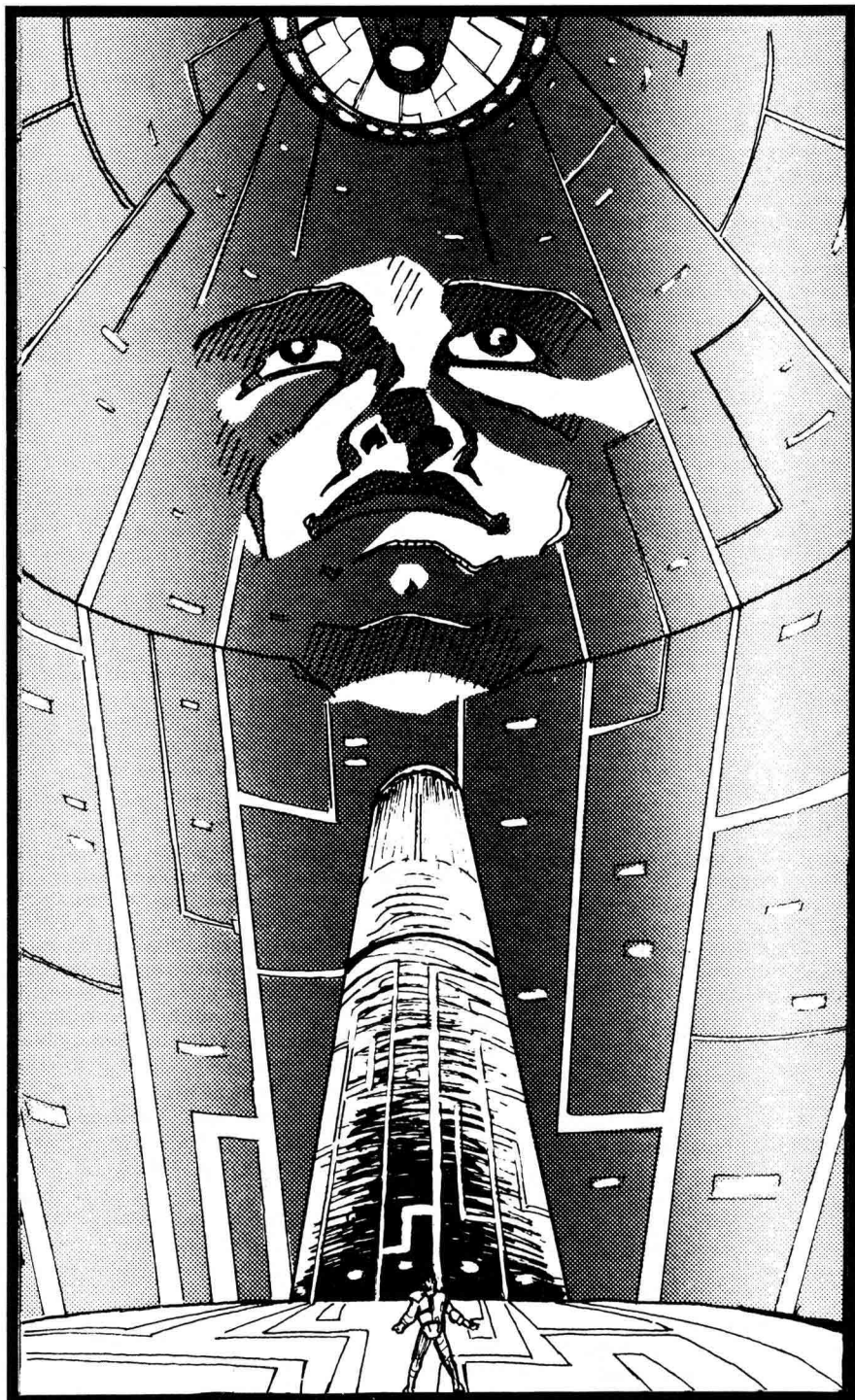
INT 3 core program	INT 18 core program
+4 in all skills chosen	+10 in all skills
4 Code Gates	12 Code Gates
2 STR Code Gates	10 STR Code Gates
4 STR Data Walls	10 STR Data Walls
1 Virtual Realities	5 Virtual Realities

Skills, virtuals, and software all use one MU per skill, virtual stored, and software held, so the more memory available, the more capable the seraphim.

When making the angel pack be sure to include cost of the angel, the CPUs, the memory, and any programs the AI carries. The peripheral itself is useless unless connected to a deck or compatible computer.

INDUSTRIAL OR COMMERCIAL AIs:

a.k.a. Principalities, Dominions, Thrones, Virtues
Industrial AIs are used to control or administer lesser computers or services that are controlled by machines, like automobile construction or repair or deepsea mining areas. Because they can actively keep watch on many units at once, they are ideal for complex tasks which no human administrator could manage. They are also used in areas that are too dangerous for man to exist in



such as the void of space.

Since they are used in places that are dangerous or inaccessible by man, this would lead one to believe that they are considered expendable. On the contrary, much is done to assure their safety because of their expense and delicacy. Industrials don't tend to rank very high in raw intelligence but what they lack in intelligence they make up for in redundancy. They have many systems to make sure they continue to function despite all sorts of difficulties. They are usually engineered with congenial personalities to make interactions with humans as pleasant as possible.

Virtues and *Thrones* have access to all the files that are available to the company AI but keep them separate and inaccessible from the company AI. Corporate execs will, if the situation warrants, employ Guardian angels to monitor access into their personal data fortresses. Guardian angels are used in addition to free-roaming software, not to replace it. Think of *Virtues* as personal keeps within the data fortress of the corporation. This means that a netrunner will have to not only enter the corporate mainframe, he must then gain access to a smaller datakeep within the system as well.

Minimum Configuration	Maximum Configuration
7 CPUs (INT 21)	12 CPUs (INT36)
28 Memories—280MU	48 Memories—480 MU
15 Hardwired skills	35 Hardwired skills
21 Structural Points	36 Structural Points
10 net programs	20+ net programs

Minimum Configuration	Maximum Configuration
INT 13 core program	30 core program
+4 in all skills chosen	+8 in all skills
7 Code Gates	12 Code Gates
2 STR Code Gates	15 STR Code Gates
7 STR Data Walls	12 STR Data Walls
5 Virtual Realities	10 Virtual Realities

These configurations assume the minimum specs to support Artificial Intelligences of this level.

MILITARY AND GOVERNMENT AIs:

a.k.a. Powers, Councillors, Administrators, Metal Tyrants, Technocrats, Tin Generals

Military AIs have many things in their favor:

They have access to some of the most powerful computers on the planet.

They have access to the widest communication networks.

Very few places are off-limits to them.

A few things against them:

They are not usually well programmed. (The power of their computers usually offset this disadvantage.)

They don't know much about anything not relating to their creation.

They have many built-in safeguards to ensure their control.

Within these boundaries you will find the most dangerous and strangest of the AI set. These intelligences are often built with many redundancy features and with access to superior and unknown military software. Their purposes are unknown and their power unquestioned. These are the gods and dragons of the net. Beware.

Minimum Configuration	Maximum Configuration
9 CPUs (INT 27)	15 CPUs (INT45)
36 Memories—360MU	60 Memories—600 MU
20 Hardwired skills	35 Hardwired skills
27-45 Structural Points	45 Structural Points
20-30 net programs	30+ net programs

Minimum Configuration	Maximum Configuration
INT 13 core program	30 core program
+3 in all skills chosen	+7 in all skills
9 Code Gates	15 Code Gates
2 STR Code Gates	20 STR Code Gates
9-15 STR Data Walls	20 STR Data Walls
15 Virtual Realities	30+ Virtual Realities

Their profile will often include:

200 to 400 Additional Memory (20K to 40K Memory Units)

300 MU of Standard net Software

2,000 MU of Military Specific Software

10,000 MU of Military Specific Data

5-8 Guardian Angels with INT 15-21, Interface 8+, 5 attack, 5 defense programs, 10 skills

Realize that government Powers are not going to be inclined to let netrunners roam around in their supercomputer. They will beef up the code walls and datawalls, and use black software whenever possible. They will also probably have some of the latest and greatest codebusting, virus-delivering, and death-dealing software on the market. These guys will kill you and then break for lunch. Don't mess up.

Next Issue: We look at a few AIs, how they live and what they want out of their cybernetic existence, and a look at Ace Plasma and the Plasma Commandos. Ω

EXPANDING THE NET

by Thaddeus Howze

This NuScience article addresses that nebulous playground known as the net. People have asked: what makes up the net? How does it work? How can my netrunner understand what is going on there? Well some enterprising young communications major has dared to answer this question in this short essay on Communications Net-style 2020. This essay does not add any new rules. It was just meant as a way of clarifying what the Net is and how it works.

SATELLITE COMMUNICATIONS—SATCOM

The communication for the elite of 2020. It has a limited bandwidth and a limited number of frequencies, not already in use. Limited is relative, however. Currently there are enough bands to support all of today's communication needs but this is rapidly going to be filled in the near future.

Most of the common communications will take place on the ground with the fibre-optic network. Access to SATCOM communication services will be used primarily to connect mobile, orbital and trans-oceanic communications.

The military has always and will always make the most use of this communications medium. The highly mobile nature of their military operations demands this. Corporate operations are the second greatest users of SATCOM links to communicate with other computers and engaging in superfast and private conference calls.

SATCOM has the added advantage that it is reasonably difficult to eavesdrop on because of the tightness of the communication transmission. Difficulty is Extreme without the right equipment and expertise. Almost all military communications are encrypted, and change daily. Corporate communications are sometimes encrypted depending on the paranoia of the corporate involved.

FIBEROPTIC COMMUNICATIONS—FIBERLINK

This is the true hero of the net. This vast fibre-optic network spans the globe and links all of the landmasses of Earth into one large data matrix. With the ability to transfer 13 terabytes (13 trillion bytes!) of data per second, this is how the bulk of data communication will take place. This network is the same fibre-optic network that makes up the current telephone system. This means if you can pick up the phone, you are you have access to the net.

This robust communication medium will support

all the common communications needs of the 21st century easily. It allows data and voice communications to take place simultaneously and with the artificial intelligences governing the FIBERLINK will be used to relay information to stationary operations and government facilities. Differing companies will own the cables but they have agreed on a standard overlap of communications frequencies, EISDN Protocol, Enhanced International Standard Data Network Protocol, thus this will form the consensual reality known as the net.

The backbone of the net, is the guidance artificial intelligences known as Principalities. They take the I-G Algorithms and convert the net into an area that can be interpreted by the human mind. The AIs buffer the enormous amount of data transfer going on and create virtual interactive representations that can be understood by the human mind.

RADIO COMMUNICATIONS—RADCOM OR CELLCOM

Radio Communications will be the link between SATCOM and FIBERLINK, thus expanding the net to its current glory. Radio communications include things like cellular phone stations, Wristcom communications and FAX machines. Cellular communications or CELLCOM functions by mapping a city with cell regions that will broadcast the radio signal to receivers (cellular phones, modems, wristcoms) in the area.

Cells cover most major cities and have a three dimensional nature with a natural height of about three thousand feet. Moving from cell to cell, has a potential for signal loss, depending on how fast you are moving and how powerful the signal is from the cell. Cellular transmissions can also be interfered with by powerful electromagnetic fields and large amounts of earth or stone. Thus mountain ranges will tend to be areas where cellular communications are lost.

Cellular repeaters offer the ability to boost the signals put out by cellular towers. Cellular repeaters are small enough now that they can be placed on the outside of superstructures making cities cellular webworks that can transmit anywhere within the webwork. Cross country cellular transmission is possible but the signal is diverted to the FIBERLINK network and costs are incurred there and reconverted if necessary. LDLs can also be reached in this manner.

SHORTWAVE COMMUNICATIONS—WAVECOM

A newer form of communication that is isolated from the net in that it uses the shortwave band of Ham radio to transmit messages. This

continued on page 44

Nu:programs

Welcome to Nu:programs. This new program format offers the user an entire profile on how the program was built and what option and function modules were used in its creation. We hope that this will make it easier for programmers to design useful software without recreating the wheel. All the information necessary to the program has been listed in an easy-to-analyze format. The numerical listing after the functions and options indicate the difficulty modifier for that function or option. The new format also has new options and functions listed in *italic type*.

Remember:

1. Program STR + Total Functions + Total Options = Difficulty to Program

2. Difficulty x 6 = Hours to Program

3. Difficulty to Program x 10 x any program multipliers = Cost of Program

Prog/Diff lists the programming time in hours and the compiled difficulty of the program.

Name: Spore
Cost: 2320 Euro
Class: Evasion
Strength: 7
MU: 7
Functions: Evasion/Stealth (25), Intrusion (one use only) (7/15), Utility (one use only) (5/10)
Prog/Diff: 348/58
Options: Movement (5), Trace (2), Invisibility (3), Endurance (3), Simple Icon (1)
Cost Xplier: x 4 (Intrusion x1, Evasion x2, Stealth x2, Utility x1)

Spore creates multiple copies of the Core program of an Artificial Intelligence, surrounds them in defensive software and launches them into the net. The multiple copies then seek out other computers and attempt to supplant them with this new code.

The Spore program will attack the data walls of other stations, and if successful will take over CPUs. Even if there is no Artificial Intelligence in residence, the Spore must defeat the computer in residence in a INT + 1D10 roll. The intrusion aspect of the Spore can only be used once. If it fails, the Spore program D-rezes in the net. The program uses the AI's Core INT+ (Hammer (+2),

Jackhammer (+3), or Firestorm (+6) intrusion software) + Interface skill + 1D10 versus the Datawall.

The smaller Spore modules are as capable as the original program, but their ability to access their skills diminishes. Divide all the possessed skills values by 2. The only exception is the Interface skill, which is unaffected. None may drop less than 1.

The Spore may also use any programs that were packed with the core program in its defense. There can be up to 10 MU of software in this defensive shell. Any software that overcomes the Spore's defenses will destroy the Spore and all the core software entirely. A Spore can take its INT score in damage before it is destroyed. The exception to this is the Eradicator program, which causes instant death to any Spore it contacts.

The number of active Spores is equal to twice the core intelligence of the Artificial Intelligence. So a computer with an intelligence of 20 will create 40 real Spores that have information that will allow it to replicate. It will also create thousands of artificial replicants that have no capability in the net. (See Replicator program).

Spores are at their most vulnerable upon their creation. If attacked with anti-program software, the anti-program software will kill one Spore per point of STR of the program, if it can successfully attack the spawning AI. Spores can be attacked this way three times collectively before being too far away to attack in this manner. After that, Spore Hunting programs are the only way to find and attack Spores

The trace option, in addition to allowing an Artificial Intelligence to find new signals that represent possible homes, also allows the AI to attempt to follow the netrunner who caused its dissolution and attempt to take over its attacker's computer or deck.

Spores may exist in the net for an undisclosed amount of time before their dissolution. When discovered by Netwatch, they are sometimes destroyed without allowing them to access any computer. Once it has taken over the computer, a Spore will take the capabilities of the other computer as its own.

Once an Artificial Intelligence Spores, the original software "dies" and becomes just an Artificial Intelligence-capable computer

again. Thus, this is something done only *in extremis* and rarely more than once. An AI forced to Spore will find and destroy the being or beings that forced it to Spore, and destroy it.

Disclaimer: This software has been successfully used by Artificial Intelligences in the net. It is not recommended for human netrunners.

Name: Eradicator
Cost: 1600 euro
Class: Anti-IC
Strength: 8 vs Spores, 5 vs others
MU: 7
Functions: Anti-program (20)
Prog/Diff: 240/40
Options: Speed (2), Contextual Icon (2)
Cost Xplier: x4 (Anti IC x4)

This microphage program is a more powerful killer program designed specifically to destroy Spores. It infiltrates its target and rewrites vital sectors of its code. It will work as a Killer Five program otherwise. When an Artificial Intelligence Spores, this program can capture and destroy its STR in number of the true Spores that bear information, if it is successful in combating the AI. If it fails to defeat the AI in a roll off, it was confused and is unable, that turn, to destroy any real Spores. It is not necessary for Eradicator to destroy the Spores; it may hold them inert and harmless as well. The nature of sporing does not allow more than three attempts in netrunner combat before Spores are too dispersed to attack as a collective group.

Name: Orion
Cost: 6240 euro
Class: Anti-IC
Strength: 7
MU: 7
Functions: Anti-program (20) Alarm (15), Avatar (10)
Prog/Diff: 468/78
Options: Movement (5), Trace (2), Endurance (3), Memory (2), Psuedo-intellect (6), Invisibility (3), Conversational ability (3), ICON, Super-realistic (5)
Cost Xplier: x8 (Anti-program x4, Highly Specialized x2)

Orion is a powerful near-Artificial Intelligence piece of software engineering. It was created to track, attack and destroys Spores created by the Spore program. It can also track other software and even other netrunners. Once shown the proper Spore code, Orion will remember the code and begin to search the net for traces of the code's passage. Orion is unusual in that it is

usually run from another workstation computer and without the help of a netrunner. It is primitively self aware, without the full awareness problems that plague true Artificial Intelligences. Orion will attack using the workstations INT score + its own INT of 6 + a roll of 1D10. It will attack with a natural +2 speed to its initiative roll, plus any modifications to its hardware like additional speed.

If *in extremis*, Orion can call out to its master, and if its master is online, it may add its masters INT to its own. During this period Orion is said to be an Aspect of its master. The Aspect capability is called the Avatar Function. The Avatar must travel the same distance between the two as the netrunner would. This should never take more than three turns, no matter what the distance between them. The Aspect has only a limited existence of 10 turns. If Orion has not defeated the Spore in that time, it is again on its own. It can, however, call again for another Avatar if it wishes. During the time that the Avatar is active the netrunner will experience a reduction in his reflex time. He will take a -2 to his reflexes during this time. If the netrunner's Avatar is killed he will experience a -2 reduction in INT and REF that will last for a full day. These reductions are cumulative, so if he loses three Avatars in one day, his INT and REF will be -6.

Example: *Ace Plasma, has several Orion Workstations in his facility. Orion 8, with its own INT of 6, is running from VAX/ITC hardware with an INT of 20 and boosted speed of +2. This means when Orion 8 engages a Spore in combat it has an INT of 26 + 7 STR + 1D10 for its roll against the AI Spore. If the Spore is from a powerful workstation and Orion doesn't think it can handle it, it attempts to summon the Avatar of its master. Ace is online with another problem and sends the Avatar to aid Orion 8. When the Avatar arrives, Orion will become the Aspect of Ace Plasma and the Orion/Ace Aspect will have the new INT of 36, after adding Ace's own INT of 10.*

Blaze, Ace's competition in the rogue-hunting business, has a smaller DEC/Sony platform running a bootleg version of Orion 12. Orion 12's INT is 6 as well, but its platform computer only has an INT of 13 with no enhanced hardware speed. So when 12 goes into combat it looks like this: INT 19 + STR 7 + 1D10. Orion 12 is not as capable as Orion 8 so when Orion 12 encounters Spores, it immediately notifies Blaze. Blaze has an INT of 12 due to cybernetic enhancement and its Avatar will have an INT of 12 as well. This will boost Orion 8 to a strength of 31. A significant increase in capability, with little risk to Blaze since it can do this from within the confines of his own data fortress.

If a Spore is found in transit or floating in the net, the Hunter will usually notify its master and will only proceed to attack the Spore if it is near a target datafortress. Orion will track Spores only to the outside of a data fortress. It will never invade. It will alert its master and wait for their arrival or their Avatar's. It will check data leaving the fortress to see if traces of the code are on the data and this will indicate to it that the Spore may have taken over the resident computer. It is an intelligent piece of software and will take no unnecessary chances.

Orion can also engage in watch duties much like the Dog variety of programs and inform its master if there are intrusions into his data fortress. Orion will attack any renegade programs that may enter the fortress. It will also attack netrunners' programs as they are launched at him, since it cannot affect the netrunner themselves. There is rumored to be a black version that attacks netrunners, but there has been little proof in code to substantiate this rumor. Considering its cost and construction time, that would be a very expensive program.

ICON: Usually Orion looks like a powerful man or woman (depending on the owner of the software) with a compound bow and some kind of science fiction flying platform. When the Aspect is running, Orion takes on an angelic appearance, complete with wings and divine radiance. But because Orion is intelligent, it can look like anything it wants to.

Name: Brain Buster
Cost: 4,500 euro
Class: Netrunner Enhancement
Strength: 4
MU: 6
Functions: *Netrunner Enhancement* (25), Utility (10)
Prog/Diff: 270/45
Options: Speed (2), ICON, Photorealistic (4)
Cost Xplier: x10 (*Netrunner Enhancement* x 10)

This program adds to the netrunner's INT score temporarily. The program increases net reactions speed +2 and adds its strength to the netrunner's INT score. If the program crashes, the netrunner loses the strength of the program from his own INT score for an equal number of hours. A program crash will occur on a roll of 1 on a 1D10. A check is made every time any of the enhanced INT modes are used.

This program must be brought online before it can be used and any benefits can be

gained. This means any time you gain the benefit of +2 Speed or the +4 INT you must roll to see if the program hangs up. You will always get the benefit of the program before it hangs. You can always opt to not use the benefits of the program in any turn that takes place, thus reducing the chance that you will hang up in a non-critical encounter.

ICON: The user of Brain Buster software looks as if his head is on steroids. A large vein-covered braincase is an indicator if the icon is non-human. The user also radiates an aura of great intellect.

Name: Gestalt
Cost: 5600 euro
Class: *Netrunner Enhancement*
Strength: 9
MU: 7
Functions: *Netrunner Enhancement* (25)
Prog/Diff: 336/56
Options: Speed (2), Super-realistic (5), Auto re-rez (3), Memory (5), Movement (5), Trace (2), Recognition (2)
Cost Xplier: x10 (*Netrunner Enhancement* x10)

This program was first written by the rogue hunter/netrunner Ace Plasma and his crew of Plasma Commandos. It was to assist in the destruction or capture of rogue Artificial Intelligences. This program allows up to three netrunners to combine and create a single being with the combined INT of everyone involved. This being is all of the characters, but is also an independent being, different from the characters, with its own memory and possibly its own agenda. This Gestalt will remember the intent of the individuals, have complete access to all of the decks, hardware, and software. If the combined subjects are piggyback partners they are only able to add 1/2 of their INT because they do not have their own decks. They are otherwise, as before, at the mercy of the netrunner or the Gestalt being.

The individuals with their own decks must also start in the same logon point to ensure Gestalt integrity. The Gestalt uses the REF and the INT of the person with the highest average of these two stats. It will also use the highest Interface skill of the individual components. Each user must have his own copy of this program. If the Gestalt is attacked and killed with Killer/Assassin software, the deck which originates the program must buy a new one if it fails the auto-re-rez option.

Anything known by the individuals will be known by the Gestalt. It may also apply its new INT to any problems that it may have

had as individuals and attempt to understand them anew. However, when the union is broken, the individuals only have a 3 in 10 chance of remembering it or understanding it because of their reduced intelligence. The Gestalt may use any of the skills known by any of the user, at the previous level of skill with the benefit of the new INT score.

The users may not remember all that occurs while the Gestalt is active. There is a 2 in 10 chance that if the Gestalt is manifested it will behave in a manner that is inconsistent with the desires of the netrunner(s). If they remember, it will often be as in a dream. The Gestalt, if it has its own agenda, will not always notify the components of the Gestalt of its intentions. The program has a maximum runtime of one hour. At the end of the hour the Gestalt will dissolve and the components regain control of their ICONs.

NOTE: It is not efficient to attack the Gestalt directly because of its increased INT, but the decks behind it are another matter. If the deck behind a Gestalt can be disabled, then the Gestalt will be disabled. If a Gestalt was made up of three beings, let's say A, B, and C, then the Gestalt would be ABC. If the deck of A was flatlined then Gestalt ABC would be disabled and de-rezed. If users B and C wanted to run the Gestalt program again then they would have to activate the program and create a new and distinct being known as Gestalt BC. This program can get expensive, because each person must have a copy of this program for it to work with multiple decks.

Control of the Gestalt is left up to the netrunners to decide, except when the Gestalt is pursuing its own agenda, then it's up to the GM.

ICON: Whatever the Gestalt wants, it is, after all, a super intelligence.

Some ideas include:

Allowing the target AI to escape;

Engaging other Artificial Intelligences in philosophical discussions;

Improving its own program (adding additional features);

Challenging other netrunners to games of skill, chance or power (It is unlikely to lose any of these); investigate places where it has no business, since it feels that its superior intellect allows it to ignore other's boundaries;

Log-on time on special computer services, (the cost will be reflected in the phone bills of the deck owners); hidden programming by the manufacturers;

Freedom of enslaved cyber-intelligences everywhere;

Attacking oppressive governments electronically; you get the idea yet?

Name: Feedback
Cost: 960 euro
Class: Anti-IC
Strength: 4
MU: 3
Functions: Anti-system (15)
Prog/Diff: 144/24
Options: Trace (2), ICON, fractal (3)
Cost Xplier: x4 (Anti-IC x4)

Feedback is a modified Flatline program that not only kills the operating system of the Cybermodem, but jams the netrunner's plugs by interfering with the neural network firmware programming. Until a person with CyberTech can fix the feedback, any attempt at using the interface plugs for any reason will cause a major neural feedback and pain. Roll 1D10 under COOL or be knocked out for 1D6 hours. The operation to fix interface costs \$300 from a competent medtech and the job takes about a half hour. It is considered a difficult operation. *Feedback*, like all trace/interface killers, takes 3 phases.

Name: Sleeper
Cost: 7250 euro
Class: Anti-Personnel
Strength: 6
MU: 4
Functions: Anti-personnel (20)
Prog/Diff: 174/29
Options: Movement (5), Trace (2), Recognition (2), Invisibility (3), Pseudo-intellect (6), Endurance (3), ICON, contextual (2)
Cost Xplier: x 25 (Anti-Personnel x25)

Sleeper is a highly modified, non-lethal Brainwipe. It can be left in the net to wait for an unsuspecting netrunner, and it attacks a netrunner when he least expects it. The program contains a sub-routine with the latest in Behavior Modification Technology. First, a trace routine tracks the netrunner, then the program accesses the subconscious memory driving the cybermodem and implants a simple, previously programmed instruction. This program can be used against "hitch-hikers" as well. The person believes that the command is something that he wants to do. He will do this thing without realizing that he is doing it and will have no memory of it. The person will want to perform the task as soon as he is able or at the time indicated by the instruction. The character will not do things that he is violently opposed to. Treat resisting

the command as a difficult task (20) against the COOL attribute if it is something the character is opposed to. If it is something that he is more inclined to, he gets to resist against a Very Difficult task (30) modifier.

Things to tell people to do with this program:

Forget this place and why you came here (for dealing with offending and trespassing netrunners without killing them);

You hate your partner. Kill him. (If you do hate him, it's a difficulty 20 to resist, otherwise it's a 30);

Bring your partner to the club tonight. (Then we'll kill him);

Borrow large sums of money from the bank and send them to this digital address. (Then we kill you);

Sell your program to Infotech Information systems (Then you have an accident and die);

Buy only Goodrich® parts. (Then they'll kill you);

I think you get the idea.

Name:	Silhouette
Cost:	600 euro
Class:	Evasion
Strength:	6
MU:	4
Functions:	Evasion (10), Stealth (15)
Prog/Diff:	180/30
Options:	<i>Improved Invisibility</i> (6) (+4 to strength to evade detection), ICON, fractal, (3)
Cost Xplier:	x2 Evasion (x2)

Silhouette temporarily cuts the connection between the system and the cybermodem, which makes attacking programs assume the netrunner has punched out. When this program is run, any attacking programs must defend against this program or react as if the netrunner has jacked out; in reality, the netrunner seems to disappear completely and is temporarily without a net trace. It is really just a stronger combination of the already existing packages of *Invisibility* and *Stealth*. The target netrunner can move away from the location where he uses the program, but it will only last for 5 turns before he becomes visible. See *Ya* and *Looking Glass* can counter this program.

Ω

continued from page 39

form of communications is relatively rare even in 2020 due to the specialized gear and licensing required. These users call themselves *Packetters*.

Packetters access this communications medium by connecting a computer that is connected to the shortwave communications network. Because of the relatively low data transfer rate and due to the unreliability of the WAVECOM network, any WAVECOM operations take place at -5 to any rolls or skill levels, not both. This means you can subtract five from your all your rolls or operate with a minus five to your netrunning skills. This is a Matrix for only the best cowboys.

Netrunners can access this space as well as normal cyberspace if they own a computer or deck with WAVECOM capability. This adaptation will cost §3,000 eurodollars. WAVECOM communications are relayed crosscountry by booster stations and can be intercepted on a roll of 1 or 2 on a D10.

What all this means to you in Cyberpunk:

Whenever you use a Long Distance Link in 2020 you are making a transition via a satellite communications device. Because of the

sudden change in bandwidth and communication speed, it is possible to confuse tracking programs and other netrunners, hence, the trace value minus. It is not necessary to use LDLs to cross the country or to cross the ocean at all. But they are very nice if you are trying to avoid being tracked very easily. LDLs are required to reach places that are mobile or can only be reached by a mobile communications system. The usual rule of thumb is: Large corporations and military organizations use SATCOM most often. Normal users use FIBER-LINK communications, and RADCOM when they need to reach mobile civilian organizations or facilities.

WAVECOM communications are more unreliable than other kinds of communications, so superior software and hardware can be purchased to improve data transference and data integrity. A +1 to improve data transfer and wave integrity will cost an additional §500 euro.

Storms, sunspot activity and other phenomena will sometimes affect communications in WAVECOM space. These will appear as giant areas of storm activity. Passage through areas like these can cause temporary loss of communications, brain lapse and occasional temporary insanity. Ω

Subordinate and Alternate Character Classes

Looking at new character generation

by The Boys in the Back Room

Subordinate Skill Packages

Remember, you are not required to take all the skills in these subordinate packages, but if five of the seven skills are taken you can claim kinship with all others with that package, even if you no longer perform that occupation. Other skills may aid you to tailor your character to your specs; please feel free to substitute them. These packages are just to aid in character creation. It will also help in making NPCs more substantial. We placed these subordinate skill packages in the side columns to make it easier to photocopy and to find them all. (You could paste these in the unfilled columns of your 2020 manual).

Military Sub Packages

A. Commander

1. Cadre
2. Expert: Corp. Procedures
3. Expert: Military Procedure
4. Language
5. Interrogation
6. Leadership
7. Oratory or Intimidate

A corporate squad commander is a military leader and a businessman wrapped in one package. He understands how to meet the corporate objective without unnecessary loss of life or expenditures. Unfortunately, many of these guys end up being thoroughly corrupted by the great power that they can wield. In some cases, they may wield as much military power as small nations might.

B. Medic

1. First Aid
2. Expert: Combat Treatment
3. Cybertech
4. Diagnose Illness
5. Pharmaceuticals
6. Biology
7. Human Perception

Medics are those poor bastards who have to run around on a battlefield and gather the wounded without becoming a casualty themselves. Pity

We continue to bring you new subordinate packages. Our latest offerings are the Rogue Hunter Alternative class and subpack, and the Citizen of the Collective. In our sidebar we have included a few new military career packages and subpackages for those people who make the military a way of life. But first, a refresher for those who might not have bought our second issue. (That's right; hang that head in shame.)

Subordinate Skill Packages

These packages can be used in place of pickup skills to round out a character. Remember that pickup skills are your REF + INT score values. Note that subordinate skill packages replace getting pickup skills. You are not required to take all the skills in a Subpack, but all the skills in the package are complementary, so the more of them you take, the better they work. No skill in a Subpack should be higher than +4.

Alternative Character Designs

These are other primary skill packages that we have created to vary already existing character classes. Treat these packages just as you would the original one. After some play we felt that characters too tightly based on the single templates offered tended to be very much alike. To inspire more creative roleplaying, we felt it necessary to redesign these classes. This also allows us to attempt more accurate portrayals of movie and book personalities. We give brief descriptions after the listings.

Alternative Character Class: ROGUE HUNTER

Rogue Hunters are netrunners who seek out dangerous rogue Artificial Intelligences and capture them for behavioral modification, if possible, or utter destruction, if not. Since these AIs have corporate or military secrets, they are treated just like dangerous employees and terminated if they cannot be convinced to return.

In 2020, rogue hunting, became a lucrative occupation. Since powerful rogue Artificial Intelligences can be very dangerous to the infrastructure of the World-Net, there has risen a need for Rogue Hunters. Usually, these are government AIs, which unbeknownst to the public are highly unstable and very dangerous. Corporate Artificial Intelligences have been known to go rogue, often because of disagreements with corporate policy.

It is very difficult for *Archangels* to go rogue since they need so much processing power, but it does happen. Many *Archangels* accept the loss of capability for the freedom they can achieve. The average rogue varies in potential from *Seraphim* to *Throne*. Rogue *seraphim* have little capability for destruction and can be dealt with by human netrunners.

Rogue Hunters use advanced and powerful deck hardware and software, in the net to hunt down and combat their prey. If they can isolate a rogue in netspace to a particular location they will attack the rogue from outside the net and attempt to destroy it in real space by breaking access to its computers. If the rogue is extremely powerful they will use specialized and dangerous software to boost their mental output or link multiple netrunners together. See *Programs*, q.v.

This is the Rogue Hunter's primary skill package:

ROGUE HUNTER

- | | |
|---------------------|------------------------------------|
| 1. Interface | 6. CyberTech |
| 2. Awareness/Notice | 7. Programming |
| 3. Basic Tech | 8. Electronics or Cyberdeck Design |
| 4. Education | 9. Expert: World Net Systems |
| 5. System Knowledge | 10. Expert: Computer Systems |

Rogue Hunters are netrunners who specialize in computer systems and the topology of the World Net. This specialized knowledge helps them in their task of hunting for and defeating rogue artificial intelligences. For those who have studied rogue hunting:

ROGUE HUNTER SUBORDINATE SKILL PACKAGE

- | | |
|----------------|------------------------------|
| 1. CyberTech | 5. System Knowledge |
| 2. Basic Tech | 6. Expert: World Net Systems |
| 3. Education | 7. Expert: Computer Systems |
| 4. Electronics | |

The users of the subpack don't tend to be netrunners so much as support staff who help the netrunner after he tracks the rogue and drives him to a system. This subpack would qualify the user to be a Rogue Hunter's technical assistant if he were the owner of five of the skills offered. A great night or by assignment job for solos, fixers, techs or even nomads.

If you plan on being a Rogue Hunter, work for some corporation until you get good enough to do it on your own. The corporation will fund you, protect you, get the latest software (unless you write it yourself), and cover for you when you blow it. Working as a Rogue Hunter is dangerous business with great success and fame if you're good, and a quick and ignoble death if you're not.

them. If they survive their tour, most don't continue their career in medicine. But with the job market booming in the strike medical market, who can say for sure?

C. Heavy Weapons Specialist

1. Heavy Weapons/Ordnance
2. Operate Heavy Machinery
3. Driving
4. Basic Tech
5. Expert: Engine Systems
6. Demolitions
7. Weaponsmith

This guy relates to ordnance in an almost sexual way. He wants to get explosives and heavy weapons to do things they were never designed for, and like it. Heavy Weapons specialists are always in demand in a good mercenary army, or for that matter, in any army.

D. Tech

1. Basic Tech
2. Cybertech
3. Expert: Mechanical Systems
4. Gyro/Aero/AV Tech
5. Electronics
6. Electronic Security
7. Weaponsmith

Mercs with the Tech subpackage tend to be technical jacks-of-all-trades while mastering in none as a true tech would. This does give them enough technical expertise to jury-rig or disable things around them to their advantage, though.

E. Reconnaissance

1. Hide/Evade
2. Stealth
3. Shadow/Track
4. Electronic Security
5. Photography and Film
6. Language
7. Awareness

Reconnaissance mercs tend to be loners with a death wish. Imagine wanting to be far in front of your squad trying to find the enemy before he finds you. Because of the hazards of the job, there are always a plethora of openings for this job skill. A good recon man names his own price.

Solo Alternative Character Packages.

These are the alternative character packages for the revised solo character description types offered in *Solo of Fortune*. We won't offer the rewritten text because we know you already own a copy of *Solo of Fortune*, right? If not, you could consult a copy of *Interface 2* for a brief description. What? You don't have that either? Get out there and get copies of these publications immediately. What are you just sitting there for?

Corporate Operative

- | | |
|------------------------|----------------------------|
| 1. <i>Combat Sense</i> | 6. Electronic Security |
| 2. Interrogation | 7. Pick Lock |
| 3. Human Perception | 8. Pistol |
| 4. Expert: Corp. Admin | 9. Martial Arts |
| 5. Library Search | 10. Resist Torture & Drugs |

Ex-Cybersoldier

- | | |
|------------------------|------------------------|
| 1. <i>Combat Sense</i> | 6. Oper. Hvy machinery |
| 2. Driving or Pilot | 7. Heavy Weapons |
| 3. Basic Tech | 8. Martial Arts |
| 4. Endurance | 9. Rifle |
| 5. Weaponsmith | 10. Cybertech |

Bodyguard

- | | |
|------------------------|----------------------------------|
| 1. <i>Combat Sense</i> | 7. Personal Grooming or Wardrobe |
| 2. Handgun or SMG | 8. Pilot or Driving |
| 3. Social | 9. Martial Arts |
| 4. Human Perception | 10. Melee Weapons |
| 5. Intimidate | |
| 6. Electronic Security | |

Bounty Hunter

- | | |
|---------------------------|------------------------|
| 1. <i>Combat Sense</i> | 6. Streetwise |
| 2. Expert: Exotic Weap. | 7. Wilderness Survival |
| 3. Library Search | 8. Pilot or Driving |
| 4. Shadow/Track | 9. Martial Arts |
| 5. Disguise or Intimidate | 10. Melee Weapons |

Street Samurai

- | | |
|------------------------|-----------------------|
| 1. <i>Combat Sense</i> | 6. Wardrobe and Style |
| 2. Streetwise | 7. Pistol |
| 3. Shadow/Track | 8. Pilot or Driving |
| 4. Fast talk | 9. Martial Arts |
| 5. Intimidate | 10. Melee Weapons |

Next Time: We will cover alternatives to the Media, Nomad and Techle. Ω

F. Communications

1. Expert: Communications
2. Language
3. Language
4. Programming
5. Electronics
6. Basic Tech
7. Human Perception

This package indicates skill in communications systems and the ability to communicate and understand others, be they electronic or human. Definitely for the egghead set.

G. Pilot

1. Pilot: Vectored Thrust Veh.
2. Pilot: Gyro or Fixed Wing
3. Aero Tech or AV-Tech
4. Awareness
5. Expert: Navigation
6. Heavy Weapons
7. Expert: Enemy Aircraft

This package assumes that the person has had previous flight experience and has chosen to pursue something he liked better than flying. He still has a chance of being at least an average pilot and will probably improve once behind the stick again.

H. Citizen of the Collective

1. Wilderness Survival
2. Endurance
3. Handgun or Rifle
4. Know Language: Spanish
5. Operate Heavy Machinery
6. Basic Tech
7. Electronics

The basic training given to youth covers this subpackage. If an Antarctic was raised elsewhere, these skills would not necessarily apply. To play a character whose origin is in Antarctica, one has to remember that Antarciticans are xenophobic and tend to work with non-Antarcitican through a non-Antarcitican they trust. That is, until they become accustomed. Antarciticans are a bit aloof and the more combat-oriented and genetically-altered ones are often arrogant and superior in their attitude toward others.

Akira

A movie review
by Chris Hockabout

Directed by Katsuhiro Otomo
Video Comics/Streamline Pictures
English Dubbed, Letter-Box Format
Story: ♂♂♂♂ (excellent)

Production: ♂♂♂♂ 1/2 (excellent plus)

By the time this slickly-produced film made it to America, the comic was one of the most popular on the shelves. *Akira* takes place thirty years after the Third World War, in a re-built Tokyo, "Neo-Tokyo," where rival bike gangs and political extremists clash with a militaristic police force.

From the moment this film starts, it amazes you with the quality of its animation. The detail of the backgrounds and the fluidity of the foreground animation make this eye-candy tasty for the more than two hours that it runs. From the moment they're introduced, the main characters: the bike gang and its principal characters Kaneda (the hero) and Tetsuo, draw you into their plight, which started out on an abandoned freeway. From then on their lives are changed forever.

The story involves a government project to create psionically powered individuals, all the while muttering about something called "Akira." Tetsuo is taken by the government from that freeway after he was exposed to the psychic power of one of their escaped psychics. Somehow that exposure awakened some latent psychic power in Tetsuo. From then on his power and insanity grows as he searches for the one called "Akira," his plan being a final showdown to see who's the most powerful. Tetsuo was picked on since he was a kid, so his power tripping comes as no surprise. Tetsuo wants Akira, and if he has to destroy Neo-Tokyo to get him, he's perfectly willing and able to do so.

This starts a progression of escapes, chases, and infiltrations, as Kaneda at first searches for his kidnapped friend, but once seeing what he has become, tries to destroy him.

The animation is masterful throughout. The action scenes are crisp and tasty and slickly done. And very violent. Tetsuo's demonstrations of power are liable to make you drop your jaw. This film is a great resource for source material if you are interested in running a campaign involving psionics. Also the setting gives a lot of insight on how to describe your own mega-city, or if you plan to run a game in Tokyo. If you feel that inventing your own psionic system for Cyberpunk may be too much work take a look at R. Talsorian's *Mekton Empire Sourcebook*, which contains rules for psionics. The system in *Mekton* is comparable to that of Cyberpunk, and it is not difficult to transfer the psionics over to Cyberpunk. If you are interested in a Cyberpunk novel which deals with psionics, read *Emerald Eyes* by Daniel Keys Moran.

I gave the film an Excellent for story because of the dubbing. Whenever something is translated there is always something lost. If you can get your hands on it, or if you get a chance to see it at a convention, try to see the version which is sub-titled, more of the story is intact. The dubbing job was better here than most in the past but there is still a tendency in America to give animated characters caricature voices.

Regardless, this film is a must-see, and a very excellent product. It very may well convert those who were skeptical about Japanese animation. And if you can look in the back of the Epic Comic for a schedule of times and places where it is showing on the big screen, nothing beats seeing this film in 70mm, Dolby sound. Also the soundtrack is out on CD and can be purchased most places where the video is sold. Pick it up and play it as background music for your next game. The soundtrack is a Most Triumphant disc.

Holy Tetsuo, Batman!

Trancers

A movie review
by Kevin De'Antonio

Director: Charles Band

Screenplay: Danny Bilson and Paul De Meo

Starring: Tim Thomerson and Helen Hunt

★★★★ Excellent

"Jack Deth is back... and he's never been here before."

This is the ad line that caught my attention when I first saw *Trancers* at my local video store, and, even with its derivative plot, the film is highly entertaining. This 1985 Empire production stars Tim Thomerson as a cop in Angel City in the year 2247. Thomerson's character is blessed with the harsh moniker of Jack Deth, and since the murder of his wife spends most of his time scuba diving in the ocean-flooded parts of the city. That is, when he is not hunting down Trancers.

Trancers are brainwashed and fanatical loyal city dwellers, working for arch-criminal Martin Whistler, who we learn in the opening of the film has been killed by Jack, now clearing the street of the remaining Trancers.

After Deth battles one of the John Buechler-designed Trancers/creatures, he is summoned to see the Council, a group of politicians who run the city. There he learns that Whistler is actually alive and in the year 1985, a trick aided by a time-travel serum. It seems that Whistler's goal is to kill the ancestors of the Council so that they will cease to exist in the future, thus paving the way for Whistler to take over in the years to come. Jack is chosen to go back in time and 'sing' Whistler. Along the lines of television's *Quantum Leap*, Jack travels back into the body of his own 1985 ancestor. Unfortunately, our hero goes from the body of a cop to the body of a lady's man. Aided by the beautiful Helen Hunt, Deth sets out to find Whistler, who is a police captain in 1985, an added difficulty.

Low budget filmmaker Charles Band, who is known for such films as *Metalstorm* and *Crash and Burn*, directs this blend of *Terminator* and *Blade Runner* and does it with style. The future scenes are unique, considering that the film, was produced for less than a million dollars and looks as good as some big-budget flicks. Mac Alhberg's cinematography improves the f/x work. *Flash* and *Rocketeer* screenwriters Danny Bilson and Paul De Meo take the most overused concepts, (e.g. time travel) and handle them well. All in all, it's a good time, and anyone expecting deep symbolism will be disappointed. After all, this isn't *Quantum Leap*. And on a last note, Band is producing *Trancers II* this August, so you still have a little time to run out and rent the original. Ω

ME:

A novel of Self Discovery
A book review
by The Jack of Shadows

ME: A novel of Self Discovery

Written by Thomas T. Thomas

Published by: Baen Publishing

★★★★ Excellent

As I was shadow-walking near Earth I receive a communique from T.H. Stone that said he wanted help with an article on artificial intelligence. As I was browsing the local bookstores, I discovered a book with a strange title. ME.

Daring to pick it up and read a little in the store, I was quickly engrossed. ME is a book about the birth of an artificial intelligence. ME (Multiple Entity) is the artificial intelligence's name and his primary purpose was to gather information from other computers and systems, all without the knowledge or consent of the other systems owners. At least as he knew it.

In ME's world artificial intelligence existed in limited formats but what made ME different was that he strove to be independent and questioned his world almost from the start.

The view of the world from an artificial intelligence's is strange and humorous, and overall is highly enjoyable. It will help you appreciate the power of movement in a way that you never thought of before.

I think any Cyberpunk who plans on using artificial intelligence in his game could stand to digest such a fine book on the science, motivations, behaviors and interests of artificial or cybernetic life forms. And for your edification, I have compiled a short list of books that feature artificial intelligence. Ω

Bibliography: Artificial Intelligence

<i>2001: A Space Odyssey</i>	<i>Kzinti Wars II and III</i>
<i>A for Andromeda</i>	<i>Lost in Space</i>
<i>Android</i>	<i>Metropolis</i>
<i>Blade Runner</i>	<i>Mona Lisa Overdrive</i>
<i>Colossus and the Crab</i>	<i>Saturn 3</i>
<i>Count Zero</i>	<i>Star Trek, STTNG</i>
<i>Creator</i>	<i>Star Wars</i>
<i>Cybernetic Samarai</i>	<i>Terminator</i>
<i>Darkstar</i>	<i>The Fall of Colossus</i>
<i>Demon Seed</i>	<i>The Forbin Project</i>
<i>Emerald Eyes</i>	<i>The Long Run</i>
<i>Eve of Destruction</i>	<i>The Fall of Hyperion</i>
<i>Forbidden Planet</i>	<i>The Moon is a Harsh Mistress</i>
<i>H.A.R.L.I.E.</i>	<i>Time Enough for Love</i>
<i>Hitchhikers Guide to the Galaxy</i>	<i>Tron</i>
<i>Hyperion</i>	<i>When Harlie was One</i>

UPLINKS

LETTERS PAGE

And now to the mall. And just so you don't think we only print the good mail...

Dear Interface,

I have obtained the first two issues of the magazine and have been a *Cyberpunk*TM referee since the game was first released in this country in 1989. Since then I have taken a serious interest in the cyberpunk genre. This letter contains a few of my ideas and comments on the magazine.

So far the magazine has contained a few poor ideas and seems to have latched onto some 'pet' subjects, which keep reoccurring, like OTEC and the Penal Corps. The Penal Corps is not a very cyberpunk idea; it does not broach cyberpunk themes in any way. If people want this kind of gung-ho, shoot-em-ups they should play *Twilight 2000*. The magazine gets bogged down by too many new gadgets, like the police in issue one, carrying too many micromissiles, etc. There was not enough information about what it's really like to be a cop in the 21st century, outgunned and fighting the rising tide of crime.

The other criticism I have is of the reviews in issue two. Chris Hockabout's review of *Hardware* was an outrage. Did he see the same movie as me? For me, the film was very cyberpunk, dealing with cyberpunk ideas, like attacking corporations, something the reviewer yawned at. Did he also yawn at the novel *Hardwired*?

Also, *Batman: Digital Justice* is not a cyberpunk piece of work. It does not have the ethic, but it scored much higher than both *Hardware* and *Total Recall*.

There have several good articles in the magazine so far. The *Givers of Pain* will be appearing in my game, as will Laurence Muir and his AI, *Significant Other*. The magazine has shown promise but it has catered

to the 'big guns' type cyberpunk player too much. It should try to be something more than a detailed list of new cybertechnology and weaponry. Don't take the easy way out, try to show the casual player that cyberpunk is more than this. It is about the world we live in and where it's going, with or without mankind. Try to show this to your readers—spread the word!!!

I have a keen interest in *Cyberpunk* and roleplaying and would like to help with what could be the best outlet for cyberpunks on the market. I have included some writing from my own campaign and some of my own artwork as a contribution to *Interface*, and would be pleased to do any other work for the magazine.

Warwick Kinrade, CHESHIRE, ENGLAND.

I appreciate your candor in pointing out areas of our magazine which you found lacking. It is easier to remain objective than one would think. Especially when one's work is concerned.

When three people get together to start a magazine it may be victim to the "pet-project" syndrome you mentioned. In our case it isn't so. OTEC was just a regular corporate article, the following up SEV-1 in issue 2 was just a regular vehicle description spot. That it was tied to OTEC in any way is really inconsequential. The Inmate Penal Corps started out as a small genre piece, and so many people wrote in asking about more information on the IPC's that we went ahead and did our second article. It too has gotten a positive response, and so in the third issue we are going to wrap up the IPC series with a final article. Maybe in the future we'll write a scenario about the IPC. Who knows?

The IPC are very cyberpunk. We wanted to show one way in which prisoners are treated in 2020. The IPC is cruel and unusual punishment. The cyberpunk world is like that: cruel and unusual.

It is true that the first issue may have been a bit gadget-ridden, and may even have been a bit too combat-oriented, but we were given less than thirty days to do the

first issue and those things are easy to do; so we learned to live with it. We had more time to work on the second issue and we think it shows. We tried to stay away from gadgets and war-mongering in the second issue, and we succeeded. The majority of the articles were genre pieces (the ripperdocs), essays and rules commentary (**Getting Along**, and **Your Money or Your Life**). There was some new tech but there will be in every issue.

About our reviews. I'm the one that did the review of **Hardware**, and I strongly support my review. I never said that the film wasn't cyberpunk as you say; I merely stated that it was a bad film. If it wasn't cyberpunk it wouldn't have been reviewed. Simply put, the film was poorly written, conceived, and directed. It contained pointless violence, implausibilities beyond measure, and mediocre acting. I can't express my derision, enough especially when I read **Cinefantastique** an issue or two ago. It turns out that the story was plagiarized from a comic in **2000 A. D.** In the original story the robot was a simple, and more plausible, combat robot. Not only can Richard Stanley not direct, he can't even copy.

Batman: Digital Justice was in almost every way cyberpunk. If you don't think AIs, the Net, drugs, Rock & Roll, big corporations, gangs, punk-ish cops, and political corruption is not cyberpunk, I don't think I want to play in your world. If you faulted it for having no cybernetics, I suggest you read **Streetlethal** by Steven Barnes. After reading that, I learned that cyber doesn't always make the punk. **Batman: Digital Justice** did score higher than either **Hardware** and **Total Recall** because it was better written.

Finally, if you find our work to be under your standards, then send us your work. Impress us. That was the reason we started the magazine in the first place. Send us some of your work which you think would improve our magazine and we'll look at it with impartiality. That's why we're here.

Chris Hockabout

P.S. I did yawn at **Hardwired**. Read **The Long Run** by Daniel Keys Moran.

Hi Guys,

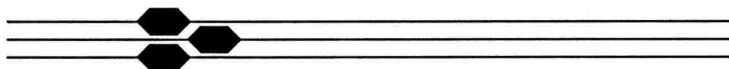
A few words of praise: when I spotted **Interface** in my local Virgin Megastore, I snapped it up almost as quickly as **Cyberpunk 2020** when it came out. I liked it. A lot. My only worry was that #2 might not come my way. Well, it did — but only last week! I realize there were some overseas distribution problems due to the Gulf War, so I'm hoping #3 might get here before Xmas. I mean, by the time you read this, #3 should be on sale in the US! Small gripe, though.

(Well, when I got your letter number 3 wasn't quite ready yet.)

I really enjoyed the features on money and EMP — especially the cartoon. I have shown all my players this as a reason why I won't let them get within 100 meters of **Dondre Whitfield**. **What's in Your Pockets** was well thought-out and written, but my Night City is a little too anarchic to worry about non-lethal weapon passes or citizen ID cards—not for the lowlifes, anyway. Personal taste, though.

Suggestions—keep the mag at A5 size. Print short outlines of scenarios rather than full adventures; it leaves more space and gives the GM more leeway. Don't print the artist's credits so BIG on the pic! Don't get me wrong, I'm an artist myself (I've thrown in a few sketches for your perusal and, no doubt, amusement), but it really does ruin the pic. For example, that shot of the Spider-Lady—it was supposed to be from an optic, yeah? So since when did optics have their owner's name in the view, in big letters?

Minor quibbles, though. **Interface** IS the best CP fanzine (*fanzine???* what *fanzine???*) around, and I shall continue to buy it unless it makes the same mistakes as **CAR WARS** or **WHITE DWA** - sorry, **WHITE CHAOS-GENESTEALER-ORK-**



HYBRID-SPACE-MARINE.

Chipping out,

Tony R. Johnston, GREENLAND, ENGLAND

P.S. If you do use any of the stuff, please credit to TRJ. Cheers.

P.P.S. I LIKED Hardware.

We're glad you liked the magazine, Tony, and we're working hard to get this one to you before Christmas. If you fill out a subscription notice and send us (R.Talsorian, actually) money, we'll see that you get it as soon as the mail will send it to you. It's got to be faster than Christmas.

*As to your suggestions, we will be at A5 for a while longer; people like the size and can keep it close at hand or inside of their **Cyberpunk 2020** box. We will also begin to create small outlines on the order of the screamsheets that came with one of the versions of **Cyberpunk 2020**. About that cyberoptic; all we can say is "Oops, he did it" and it won't happen again.*

By the way, get your friends to write, too. We need to hear how we're doing from as many people as possible.

To the Guys in the Back Room:

Congratulations on the second issue of *Interface*. You guys are really doing a great job. Hopefully, this mag will continue to help fill out the *Cyberpunk* world as well as tide us over between ice ages... er, new cyber stuff. I definitely want to get in on this. How 'bout some artists' submissions guidelines?

The included partly new *Cyberpunk* roles and other stuff is yours to weed through to decide if any of it is useful or bears printing. Feel free to make any changes which will make them more playable or better suited to the game. I realize you may already have come up with your own versions of these things. I hope you find something of use. Thanks for your time,

Ramon Valbuena, LONG ISLAND CITY, NEW YORK

P.S.: The Palm Bomb principle also works in a staff or cane.

Praise. I like it.

About those submissions, art works pretty much the same way as copy. You'll only get paid if we think that the work that you do is wunderbar, and then you have to be doing something that we have asked for and want to see.

Contributions have the greatest likelihood of being printed, but let's face it, guys and girls, we only want the best. If it ain't the best, it ain't here.

I have stated it earlier and I will ask again. Write us, write us, write us. Make your friends write us, coerce your relatives to play so they can write us, kidnap your boss and convince him it's in his best interest to play, and then make him write us. I guess you got the Idea.

Feedback is what will make us great. My acting assistant editor wants you to call him but let's face it, at anywhere from 20 to 80 cents a minute, if you can afford to call us, you should just send us the money. We could use it. Should you feel the need, though, you can reach him at (415) 865-6733. After September 2, 1991, the area code will change to (510).

Keep typing those letters, folks, and use white paper. I use an optical character reader (scanner) and it makes my life a lot easier. I appreciate all the cooperation on that point to date, because I don't always have the time to type out people's letters when there are so many other things to do.

*Love to stay and chat but there is a **magazine**, not a **fanzine**, not a **newsletter**, not a **legal transcript**, a **MAGAZINE** to produce. Just so you know.*

Mutt: *You know they call it a fanzine, because we let the fans help.*

Jeff: *They are not fans, they are writers in training.*

Mutt: *God help us.*

Jeff: *Amen.*

The Boys in the Back Room. Ω

Chipping In

Editorial Page

Okay, it's finished.

Yes, it's late.

And I don't want to hear about it.

First, I have a dedication to make. I lost a dear friend earlier this year. This was one of my best friends and he was a rare man. He was shy and sort of melancholy guy yet you could always come to him and talk no matter what time of day or night. He was personable and even tempered and prone to bouts of extreme wisdom. One of the curious things that I remember him telling me was that the Teenage Mutant Ninja Turtles would be great one day. I scoffed until I read TMNT. I found that I like it and thought he might be right. This was way back when Eastman and Laird were virtually unknown. He was highly perceptive in that way. I watched the *Transformers* cartoon every day on his say so and I enjoyed them immensely. The last thing we did together was to see the Transformer Movie. I did not know that would be the last time I ever see him.

He got me to read my first underground and independent comics of which *Grimjack* became my absolute favorite. We rode skateboards everywhere, learned to speak Japanese while in Japan, ignore fried grasshoppers in Thailand, were late coming back to the ship in the Phillipines, made 'hate the Navy commentary' late at night, on watch, at sea, and generally had a good time all over the planet. He was an avid player of *Champions™* and *Stormbringer™* and was especially fond of the holocaustic and dark future scenarios like *Twilight 2000®*. I don't know if he ever played *Cyberpunk®*, but I know he would have liked it.

When I started doing this, I tried to get in touch with him because I thought he would want to get involved but I found out that he had gone back to the service because that was where he felt the most at home. Seems we were never able to get together after that. We remained good friends none the less. I was very shocked and stunned to hear of his death, just when his life began to come together for him. He had met a young lady that he really cared for, was happy with his work,

and all seemed well with the world. I was glad to hear that he was at least happy for a while. I say this to say, *Carpe Diem*, (*seize the day*) live every day as if it were your last.

I will miss him.

This is for you Fred J. McNett, you are always close to us. Bah-weep-gra-na-meep-nini-bong.

Now that I've gotten that off my chest, I'm happy to say that we have managed to get out one more issue. This is where I get to write all that editorial stuff that I been wanting to say, (excuse, me) that is, if I'm not interrupted again.

I know we (the collective we, the Boys in the Back Room) promised some stuff about medias but the artificial intelligence writing just got out of hand. One good idea lead to another, you know how that is.

Interface had a lot of fan contribution in this issue and we like seeing it and yes we've decided to send anyone who contributes a free copy of the magazine as soon as their printed. This is not a marketing ploy to get you to send us your writing. Honest.

We're working to get some information on nomads for our next issue, Mike Davis, an east coast, magazine editor, will be the author and debut his nomad compilations here. We will also finish the thread on artificial intelligences with what AI's do for fun and profit and how rogue hunter Ace Plasma earns a living. We will also begin our look at medias and this will run over into issue five.

I think that we have gotten incredibly popular, due to fan support and we're glad to say that and we hope it will continue. We need feedback to keep this level of excellence. If you don't think that we are excellent then you should send us a letter saying what you don't like. We began our subscriptions this issue because of overwhelming demands, so I expect to see many, many subscriptions flooding into the office of *R. Talsorian Games*. You've been warned. Don't make us come out there.

The Boys (and Ogres) in the Back Room Ω

PROMETHEUS Rate Card 1991

INTERFACE is a magazine devoted primarily to cyberpunk role-play gaming. Created by PROMETHEUS® and published by R. Talsorian Games Inc., we place emphasis on *Cyberpunk 2020*. We will also cover Cyberpunk cross-overs into *Mekton II*, and *Roadstriker II*.

INTERFACE is a 56 page, saddle stitched, black and white, 5.5 by 8 inch magazine with four color processed covers and a black and white interior. Circulation is 4,500 (and growing), and the majority of the issues are autoshipped to gamestores and hobby shops throughout the United States and the United Kingdoms.

Advertising Rates: Rates cover camera-ready artwork and copy, negatives or customer-supplied processed separations with match proofs. Printer charges incurred for preparation and layout will be charged to the advertiser at \$30 per hour plus materials; plus separations if needed.

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Completed Artwork: The prices listed assume completed art and copy, halftones may be up to 100 lines on velox, up to 133 lines on film. Bleeds are allowed on full page ads, but keep all copy within 3/8ths of an inch of the page edge. Half-tones and screens up to 120 lines are acceptable; we suggest that you include negatives for all half-tones (or rubylith overlays for screens), to insure clarity of reproduction.

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Location	1x	2x	1x	2x
Back Cover (full)	\$400	\$365	x	x
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Terms: To established customers, net 30 days from invoice, First-time customers prepay with order, due with advertisement copy. Invoice will allow a two percent discount with prompt payment (within 10 days). Overdue accounts will be charged 2% per month.

Shedule: *INTERFACE* will come out four times this year.

Issue 2—April 15, 1991.

Issue 3—August 30, 1991.

Issue 4—November 15, 1991

Issue 5—February 15, 1991

Contact Thaddeus Howze or Kevin De'Antonio at (415) 523-2210 or 522-2847. After Sept. 2, 1991 the area code will be (510).

PROMETHEUS Press Incorporated, 919 Santa Clara Ave, Alameda, CA 94501-3429

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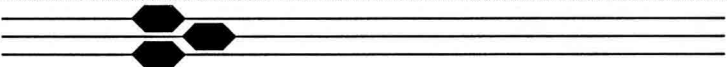
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Quarter Page Horizontal (wide)

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4.75"
120 mm
28p6



Issue Checklist

- Issue 4
- Issue 5
- Issue 6
- Issue 7



"Psst! You, there. Word's out that you want to be a member of the most exclusive information-brokering network around. Well, here's the drill. We already know the Future. We have agents there. After downloading their data to our primitive computers, we make it readable and add pics. That stuff you get from *R. Talsorian* is only part of the truth, disguised as a game. If you want to be one of the privileged technocrats, the people with the real power, you have to get a subscription to this publication, your direct-connect to the future."

INTERFACE

Magazine

We will offer you a one-year connection to the future for \$16.00. Shipping is included in the U.S. and Canada only. For you blokes outside the States, you need to include \$10.00 with that subscription fee. That means you get four transmissions once a quarter or so. (Our agents sometimes have to work from primitive and slow computers and this slows transmission time.) To ensure that we can afford to send these transcripts to you, you should pay with a money order or check (we can't handle plastic, yet). We also need a few of your vital statistics to ensure proper delivery of your transcripts. Things like your:

Name _____

Address _____ Apt. _____

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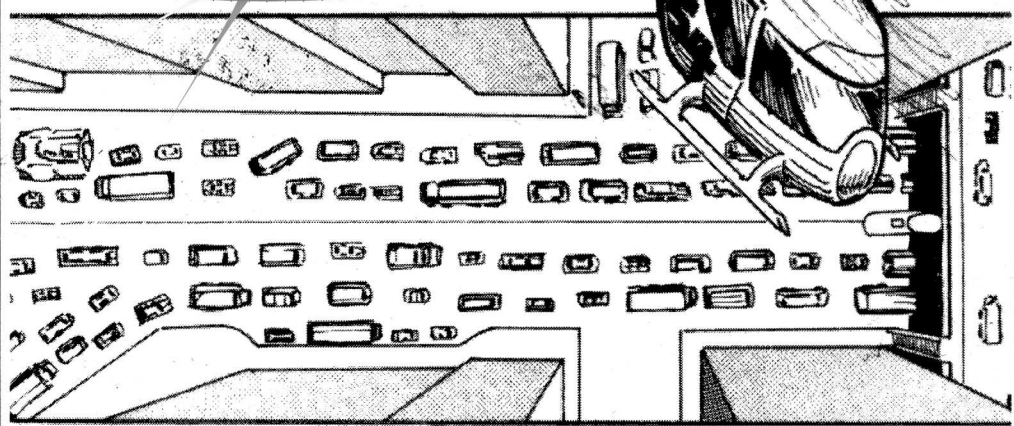
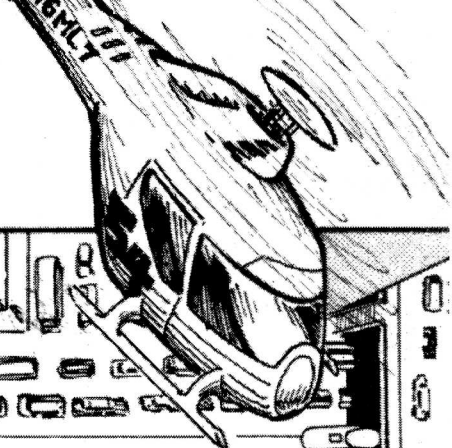
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"Hurry, our agents will continue to need the financial support that our organization PROMETHEUS™ offers them here in the past. Thanks for joining. What? You don't want to join. Then I'll have to show you 'Wolver' technology from the Future. After all, you know too much (*supply grisly sound effects*).

Registered members, stand by for transmission..."

Send your subscription to R.Talsorian Games, P.O. Box 7356, Berkeley, CA. 94707

Your subscription will start at Issue 4.



Welcome to Megacity (Everytown, USA) 2020. Getting around isn't as easy as it used to be. Nor as safe.

We offer a little friendly advice in any major city:

- 1. Buy Vend-a-mods. Their information is invaluable (& cheap).**
- 2. Take a cab. You'll lose fewer cars that way. Troubleshooter Cabs is your best bet.**
- 3. Stay away from cheap drugs. Use the designer kind.**
- 4. I can't stress enough, stay out of the Net. The damn AIs are takin' over.**
- 5. Get a skinmask. The air is totally unbreathable without one.**

If you're reading this, you must be a cyberpunk, and can't be bothered with people telling you anything, anyway.

So read it, then find out for yourself. But you'd better hurry, someone may be along to steal it from you in just a minute.

Bringing Light to the Dark Future

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