

# HARD:WIRED



A FIASCO PLAYSET

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## THE SCORE

The 21st Century. The rise of corporate nation-states has created a world in which powerful multinational zaibatsus dominate every facet of our daily lives, from the media consume to the food we eat. Powerful technologies have begun to eliminate the line between man and machine; artificial limbs, networked neural interfaces, replacement organs, silicon brains, and artificial intelligences...

In the shadow of these powerful corporate entities move the new underclass, taking what scraps of technology and wealth they can to earn a living - or perhaps to strike back at their oppressors.

## MOVIE NIGHT

*Blade Runner, Terminator 2, The Matrix, Ghost in the Shell, Akira, Tetsuo the Iron Man, Avalon, Hardware, Minority Report, Strange Days, Gattaca*

## RELATIONSHIPS

### 1. Family

1. Distant relations with a shared secret
2. Clones
3. Members of rival arcology tribes.
4. Yakuza clan members
5. Siblings with a strained relationship
6. Unknowingly related.

### 2. Crime

1. Worked a heist that went terribly, terribly wrong.
2. Suit doing dirty business on the side and street contact
3. Low-life hoods doing crime to pay for some pricey cyberwear.
4. Washed-up Cyberspace-jockey and estranged partner.
5. Street-dealers peddling neurachem stimulants.
6. Serial fuck-ups who've pissed off the Yakuza.

### 3. The Street

1. 'Procurement Specialist' and desperate zaibatsu middleman.
2. Scrounger / Tech Recycler
3. Information Broker and Client
4. Cut-rate Cyberdoc and Parts Supplier
5. Former / current gang members.
6. Street thugs doing petty criminal work for corporate clients.

### 4. The Past

1. Had a good thing going, until it got too hot
2. Old Sino-North American war buddies
3. Grew up on the streets together, had a falling out

4. One sold out the other to get out of a tight spot.
5. Former partners turned rivals
6. Did a job once. Once.
5. **Professional**
  1. Corporate Extraction Professional and Extract-ee
  2. Duo of cybernetically-enhanced muscle looking for work
  3. Freelance detective and client
  4. Meatwagon drivers
  5. Veteran cop who knows the score and idealistic rookie.
  6. Hologrid celebrity and bodyguard
6. **Romantic**
  1. Former meat-puppet / customer
  2. One night stand that killed a great partnership.
  3. You're both better off alone, but fate has other ideas.
  4. You're finally together, but someone had to die to make it happen.
  5. I don't sleep with clien...ah, fuck it.
  6. One of you is going to self destruct, the other will do anything to prevent it.

## NEEDS

1. **To score...**
  1. ...enough money to square your debts.
  2. ...one last job before you retire.
  3. ...the research data that went missing along with Algren Mediatech's courier.
  4. ...technical schematics for Muren Infosystems latest quantum CPU.
  5. ...or they'll kill you.
  6. ...a run so ballsy, you'll never be forgotten.
2. **To get away...**
  1. ...from the corporation you made a devil's deal with.
  2. ...from the street gang you fucked over.
  3. ...with that haul of hot synthetic stem cells you boosted.
  4. ...from the street gang who've got your number.
  5. ...from the meat. Because the meat is a prison.
  6. ...from this cesspit of a city.
3. **To steal...**
  1. ...your mentor's personality construct.
  2. ...the prototype neural interface from Genndy Micronic Systems.
  3. ...Hansen Pharmatech's lead researcher.
  4. ...your PID codes and wipe them.
  5. ...research data from Brunn-Kinveldt AG's orbital research facility.
  6. ...whatever it takes to ruin Teller Biomechanics for good.
4. **To lose...**
  1. ...your memories.
  2. ...the Yakuza assassins who need your pituitary gland.

3. ...everything, before it can be taken.
4. ...the evidence the arcology needs to tie you to the murders.
5. ...your identity.
6. ...this dipshit corporate lackey your employer stuck you with.
5. **To hurt...**
  1. ...the one who fucked up and didn't finish you off.
  2. ...the ones who broke your body...and remade you.
  3. ...anyone who gets in your way.
  4. ...the Corps, who have it coming.
  5. ...the ones who killed everyone you cared about.
  6. ...the one who sold you out.
6. **To finish...**
  1. ...the data courier assignment that went tits-up.
  2. ...what the TransCrypt Consortium started.
  3. ...your contract...before it finishes you.
  4. ...the previous run, for your partner's sake.
  5. ...decrypting the security layer on your ex-partner's cyberbrain case.
  6. ...your report.

## LOCATIONS

1. **Tech District**
  1. Onin's cyberwear installation parlor
  2. The local gearhead watering hole.
  3. Gandy's Discount Gear
  4. The old warehouse run by Karin's outlaw tech-sect.
  5. Trees, the abandoned corporate sector full of empty highrises.
  6. The gang-infested industrial park.
2. **Undertown**
  1. The underground drug lab producing black market gene sequences
  2. The coffin hotel on the outskirts of town
  3. The Pit - Two Enter, One Leaves.
  4. Findlay Alley, the entrance to Burnside's black market gearhead shop.
  5. The squatter community beneath the quayside footbridge.
  6. The VA facility housing broken-down cybersoldiers.
3. **The Towers**
  1. Corporate headquarters of the Masaki zaibatsu.
  2. The AI data farm belonging to Kendo Cognitive Research
  3. The high-class bar where serious deals go down.
  4. The Face Place - plastic surgery while you wait.
  5. Oak Vista walled suburban community.
  6. Secure data storage belonging to Haako Multinationals.
4. **Port Luna**
  1. The shanty town littered around the base of the Space Elevator

2. The dive where all the strung-out spacers and engineers hang out
3. Port Luna embarkation and arrival.
4. The Oxygen-recycling plant.
5. The run-down Space Exploration museum.
6. The disused orbital craft test-firing facility
5. **Cyberspace**
  1. Laurent Financials compromised security database.
  2. The anomaly all the matrix-jockeys have been trying to figure out.
  3. The supposedly uncrackable South-African military data node.
  4. The Pacific Rim systems, home to a mischievous AI called Anulap.
  5. The virtual Temporary Autonomous Zone where hackers mingle.
  6. US Milgov research database access node.
6. **The Arcology**
  1. The hydroponics pod on level four
  2. The sealed off quadrant everyone is supposed to avoid
  3. The upper level catwalks, where the engineers live
  4. The director's well-appointed holosuite.
  5. The tunnels beneath, which lead to the Old City.
  6. Down Sector, where outsiders stay when they visit.

## OBJECTS

1. **Gear**
  1. An experimental organic-substrate Matrix Deck
  2. A telepresence rig and slaved microdrone.
  3. An experimental replacement limb.
  4. A neuro-controlled spider-drone
  5. A Rime-Ladon Labs InvisiChroma Stealthsuit.
  6. Stiegs-Robolov AI Holo-Assistant
2. **Lethal**
  1. A flechette holdout pistol with five loads of synthetic spider venom
  2. An Aero Dispersal Unit containing Hematological Cutter-Drones
  3. A monofilament whip.
  4. 20 micrograms of Quantex fusion explosives
  5. A late-model Korsokov combat android with a vat-grown organic CPU.
  6. A EMP cyberware interference emitter
3. **Style**
  1. A pair of Kleinert tactical neurolink mirrorshades
  2. An anti-ballistic trenchcoat you 'inherited'.
  3. A quick-deploy microlight stealth aircraft. With guns.
  4. A modified top-of-the-line Grundler Fusiondrive Systems motorcycle.
  5. A handcrafted singularity pistol with mother-of-pearl inlays.
  6. A custom-made Gessner force-multiplier cyberarm - with attachments.

#### 4. **Complicated**

1. A cryogenic cylinder containing a severed head.
2. An escaped lab-grown child with psychic powers.
3. A portable data terminal with dedicated access to an isolated system node.
4. A sealed titanium ampoule containing synthetic drug-resistant smallpox.
5. A Terror Field generator (3 settings -Flight / Submission / Suicide)
6. The brainlinked corpse of legendary hacker Jens Fulcrum.

#### 5. **Valuable**

1. Fifteen vials of high-grade human endorphin analog
2. 50 petabytes of research data on an organic-substrate microchip
3. Gene-pattern sequences for a primate uplift program.
4. The world's last remaining non-cloned housecat.
5. A gene-locked Triad briefcase
6. Keycodes for every security node in the Paraguayan defense network.

#### 6. **Digital**

1. Military-grade Black ICEbreaker software package
2. A stolen personality construct
3. A portable CPU case loaded with a Turing-grade AI
4. Hana-chan, Japan's most popular virtual AI *idoru*.
5. Map of Jun-tae Neurosystems darknet server farm.
6. Incriminating data stolen from EBN Transmedia's satellite downfeed.

### **Brand Names**

One of the staples of Cyberpunk fiction is the use of fictitious but compelling brand names. A 'Cyberdeck' is neat, but an 'Arakaki Stealthsystem-7 Cyberdeck' is fucking *cool*. Anytime awesome or interesting tech is introduced through the fiction you may use these brand names to give these objects a little extra bit of cyber-cosmopolitan veneer. In addition, these brand names may be used to characterize corporate entities the characters might encounter.

Gröening-Chang

Zander Cybernetics

Degarmo Biosystems

Hazlett Micronics

Automatisiert-Abwehr GmbH

Tomino Heavy Industries

Smeerp Micronics

Geriatix

¥usaka Magnetix

Glyph Metalogic

Carano Defense Systems

Braunstein Cyberlogic

Cronos Biochem

Avermaete-Kondo Armaments

Sato Media

**Credit Where Credit is Due**

Various brainstorming and help from the Google Plus and elsewhere:

Jason Morningstar

Steve Segedy

Ed McWalters

Daniel Perez

Sage LaTorra

Arnold Cassell

Brent Newhall

Aaron Funk

Jeremy Whalen

Sean Dunstan

Renato Ramonda

Travis Scott