

# ZAIBATSU



## 1 STREET SAMURAI

You're about to enter the hyper-reality of **ZAIBATSU**, only the most cunning, streetsmart techno-samurai will survive. As the street soldiers of the world's most powerful corporations (the Japanese zaibatsu) you become expendable and deniable employees fighting for profits, power and your lives.

These chapters look at the rules of **ZAIBATSU** and how the game mechanics operate. The system emphasizes speed of play not nit-picking detail and uses the common all-garden six-sided dice. Each player will need two of these dice. Before you can jack into 21st century Tokyo every player is gonna need an alter ego to take all the punches, dodge all the blows and be the player's eyes and ears. These are the "anti-heroes" that the players will be using in the game. Always keep in mind the urbanized, high-tech, Japanese setting of **ZAIBATSU** when creating the PCs (player-characters), most should be of Japanese origin since foreigners (gaijin) are not exactly able to fit seamlessly into Tokyo life.

Every player character is an employee of one of the vast multinational zaibatsu. He or she has been recruited from the dark and murky Japanese underworld to carry out illegal terrorist activities on behalf of that employer. They have one foot in the stylish corporate-minded boardrooms of the zaibatsu, and one foot in the filth and squalor of the criminal underworld. Hired by duty-bound executives who must at all times remain respectable, the player characters are modern street samurai, urban warriors doing the disreputable things that no corporate executive could ever admit to. All the zaibatsu operate this way. The unseen war rages behind factory fences and the mirrored walls of corporate skyscrapers.

Creating these street samurai characters for **ZAIBATSU** is simple. The player selects a concept, takes the skill and equipment that goes with it, then selects any 5 skills of his choice. Players may want to add a little depth to their characters with the biography tables. This is recommended. Skim through the Biography section with its random tables to come up with a little character history. Weave a couple of threads together (or choose some) to come up with an interesting background story. A character should also have a name, a description and some sort of personality and motives. Habits, special possessions or pastimes turn numbers into a real person. Finally award the character 20 points of retrogenics from the list provided. Before the first mission award any supplied gear provided by the relevant concept. Also award the character an additional ¥20,000 to spend on additional gear.

## CONCEPTS

The following backgrounds are inspired by characters from many sources, films, novels, and especially the stories of William Gibson. They are typical of the type of people that the Japanese zaibatsu recruit from the Street to carry out their illegal operations. They each have an automatic skill. Team-members should select different concepts to ensure that their team has a wide range of skills and equipment. *Alternatively*, select any six skills but take no initial equipment.

### ASSASSIN

You are a hitman, assassin, solo, killer. Calm, cool, efficient, your aim is to infiltrate your target area, make the kill and then be gone quickly and quietly. You may have a Yakuza or middleman contact who provides you with IDs and contracts. You may like to adopt disguises, and sometimes may be forced to shoot your way out of messy hits. SKILL: Laser, Bullpup or Riotgun. GEAR: Laser, Bullpup or Riotgun.

### BURAKUMIN (Street Gangster)

A burakumin is a streetpunk, a tough and nasty gang-boy with a loyal gang following. As a senior member of the street gang he can call on their violent and criminal services once per game. The gang may be intelligent and sophisticated, or nasty, tough and brutal. Obviously the gang will not recklessly endanger itself unless there is a great reward at the end of it. The gang has a bond, and the player character is a part of that strong bond. SKILL: Bujutsu. GEAR: Three Bujutsu weapons.

### CLONE COP

The illegal sale of replicants (clones without memories or identities) is the business of the clone cop who tracks down replicants and terminates them. He tries to locate the buyer, the seller and the manufacturer. He uses a Voigt-Kampff Machine (like a lie



detector) to test suspects, as well as his own judgement. He is a good investigator, and has been recruited by the zaibatsu because of his skills. If a genetics corporation, then he has been bought-out by the 'bad-guys'. SKILL: Body Language. GEAR: Voigt-Kampff Empathy Machine (VK Machine).

### **COLLEGE KID**

You are a rebellious college drop-out. Maybe you were kicked out. Like most anime heroes, you are quite brilliant, if a little hung-up sexually, but you know all the gangs, the streets, and you are a talented whizz-kid in your particular field. You are not afraid of the bad guys, in fact you may treat everything as a big game! SKILL: Cyberspace, and a suitable technical subject. GEAR: Amstrad C-22 Cyberdeck with two pieces of software (not Icebreakers).

### **FACE MAN**

You are a slick and smooth con-man who sets up scams, infiltrates organizations and uses his different IDs to steal, blackmail, kidnap and almost any other crime involving deception and infiltration. SKILL: Deceive. GEAR: Disguise Kit.

### **HUSTLER**

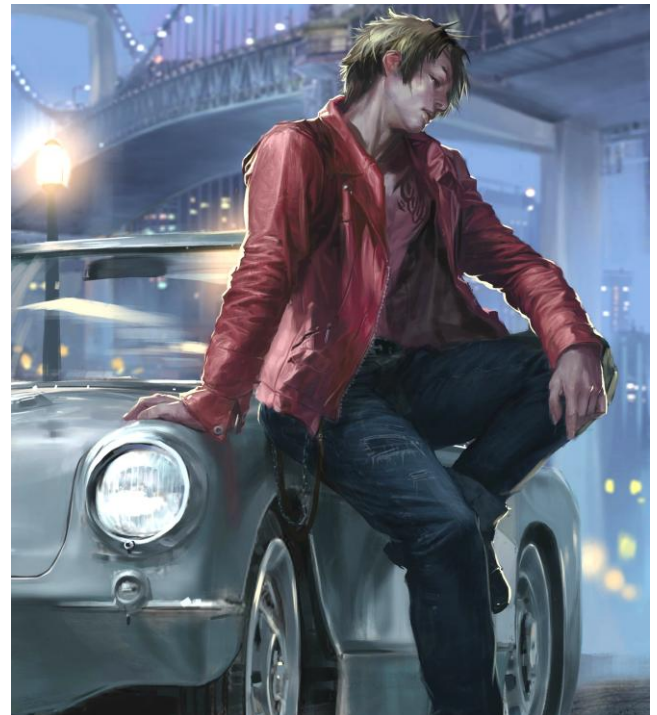
You are a loser, a street-corner hustler, drugs dealer and fixer who never quite makes the big score. You know anyone who's anyone in your neighbourhood, and you are on good terms with the local Yakuza: you have to be. You're smart, cool and ready for action. Watch out Tokyo! SKILL: Deceive. GEAR: ¥20,000 worth of designer drugs.

### **INVESTIGATOR**

The investigator may work for the police, an international force, a large company, a two-man office in downtown Tokyo, or a one-man outfit struggling to survive. He can dig through datafiles and question people in order to find information pertinent to a case. SKILL: Com-Tech. GEAR: Bug Unit and Three Bugs.

### **KURUMA (Getaway Driver)**

You are a professional driver, for a zaibatsu, the cops, the Yakuza or whoever. You know the city, escape routes, and the fastest ways from A to B. You are an expert in evasive or pursuit driving and have been in real scrapes and firefights, but always kept cool, despite the vehicle being full of bullet holes! You could also be a courier for the Yakuza or other gangs, shipping illegal items around Tokyo. SKILL: Stunt Drive. GEAR: Lightly Armoured Sedan Car.



### **MARTIAL ARTIST**

A student of a martial arts school, you are a committed devotee, devoting mind, body and life to the pursuit of excellence. You probably care little for material things and have had to work humble jobs to pay for your own upkeep. SKILL: Chambara and at least one Martial Art skill. GEAR: None.

## **MAVERICK COP**

You are a tough cop always on the edge of suspension for excessive use of force, improper procedures etc, yet you always seem to succeed enough to ward off the suits from the legal department. You have had lots of partners who were killed. SKILL: Willpower. GEAR: Concealable Kevlar Vest.

## **NINJA (High-tech Burglar)**

You are a security expert, knowledgeable about burglary, intrusion, deception, disguise and surveillance. A super spy. You may work freelance, or be a veteran of a zaibatsu who has left the company behind him. SKILL: Counter-Security. GEAR: Cardlock Decryptor.

## **ORGAN-LEGGER**

You were part of a criminal gang that made its money kidnapping people and surgically dismembering them. Their organs, eyes, arms, hands, genitalia and other body parts were then sold to the many underworld body banks around Japan that supply the organs to legitimate hospitals and clinics. The job is grim and dark, involving kidnapping, killing and surgery (or butchery). SKILL: Meditech. GEAR: Riotgun or Bullpup.

## **PIRATE**

You are a technical wizard, always taking things apart and putting them back together again. You keep all kinds of junk in case you can modify it or use it to customize something else. Pirates are technological scavengers, obsessed experts, hoarders of new equipment and tech as well as brilliant and resourceful engineers. Technology allows a pirate to adapt a piece of technology for a different purpose to that intended. New gadgets, technical sabotage or just plain repairs are your hallmarks, either college learned, self-taught, zaibatsu trained, or ex-military. SKILL: Technology. GEAR: Multi-Purpose Tool Kit and workshop.

## **REPO MAN**

You are an agent working for a genetics company that repossesses failed clones. Clone insurance gives the wealthy the chance to live again in young bodies, but the treatment is still experimental and there are many problems. All the clients require confidentiality, and the zaibatsu cannot afford its mistakes to be made public. Perhaps they got two minds mixed up, or the client died in an unusual place and his head needs to be returned to the zaibatsu so the mind can be scanned into the new clone. You know all about the clone business. SKILL: Meditech. GEAR: Riotgun or Riot Pistol.

## **TERRORIST/EXTORTIONIST**

You are a bomb expert who puts his talents toward overthrowing the system, you are a religious, left wing, or right wing fanatic. Or you might be an extortionist who has been part of a gang trying to get money out of the government or the zaibatsu. SKILL: Demolitions. GEAR: Two Limpet Mines.



### **SAMURAI (Bodyguard)**

You are a professional bodyguard, skilled in escort and protection duties, probably for a zaibatsu. You can work as a team-member or alone, can react quickly, and you are able to spot trouble before it opens fire on you! SKILL: Awareness. GEAR: Concealable Kevlar Jacket.

### **SARARIMAN (Corporate Troubleshooter)**

You are pure sleaze, a real smooth operator. Slick and well-polished, you can arrange deals, set-ups and a wide variety of other tasks. You have contacts, and are able to predict future trends and cater for them. SKILL: Zaibatsu. GEAR: Amstrad C-22 Cyberdeck and two pieces of software (not Icebreakers).

### **SOFTWARE JOCKEY (Computer Hacker)**

You are a freelance hacker and data pirate, raiding rich zaibatsu computer systems and selling your gains on to elements in the underworld. Alternatively, you could be working for a zaibatsu as a systems operator, or be an eraser, specialising in erasing identities and creating new ones. This last occupation is a risky one, including bodyguard work and plenty of street action! SKILL: Cyberspace. GEAR: Toshiba Paraline 3030 Cyberdeck with two Grade Three Icebreakers and one Grade Five.

### **SPECIAL FORCES COMMANDO**

Ex-military elite soldier, commando or counter-terrorist agent. You might have been kicked out, retired from the service or left in a fit of disillusionment. SKILL: Heavy Weapons or Demolitions. GEAR: Two LAWs or two Limpet Mines.

### **STREET SURGEON**

You are an unlicensed street doctor, selling drugs, organs and treatments illegally. You work for criminal elements operating on gunshot wounds or overdoses, retrogenic treatments stolen from the zaibatsu or special chemicals. You might have once been respectable. SKILL: Meditech. GEAR: ¥20,000 worth of designer drugs.

### **YAKUZA (Gangster)**

You are an underworld enforcer for the Yakuza (Japanese Mafia), a thug, bodyguard and street soldier led by your "oyabun", or godfather. You are tough, vicious and very, very nasty. SKILL: Yakuza. GEAR: Autopistol, Riot Pistol, Riotgun, Bullpup, Laser, Dragon, or Flamer.

## OTHER SKILLS

Characters are allowed to select five skills from the following list. Any skills may be chosen as long as the player can rationalize their selection to the referee. All skills can be chosen only once. An extra skill is received at rank 3,4,5,6,7 and 8.

## COMBAT SKILLS

### Aikido

A defensive Japanese martial art involving various holds and throws.

### Bujutsu

This skill covers hand-to-hand combat with knives, blades and blunt weapons such as clubs and poles.

### Chambara

This skill allows a character to attack up to three people simultaneously in offensive hand-to-hand combat. Or, he can attack one target behind him at no penalty (normally -2). Must first have one offensive martial art.

### Demolitions

This military skill allows a character to arm and disarm explosives, such as limpet mines, claymore mines and improvised charges. Useful when defusing that terrorist bomb!

### Firearms

The ability to handle, maintain and accurately fire a type of firearm, choose one from: Auto Pistol, Riotgun (includes Riot Pistol), Bullpup, Flamer (includes Dragon), Laser.

### Heavy Weapons

The use and maintenance of all military grade support weapons, from miniguns and grenade launchers to missile systems. The character is familiar with guidance or aiming systems, forward observation and fire support (Special Forces only)

### Iaijutsu

This is the skill of fast-draw, the character can draw a knife or gun instantly.

### Karate

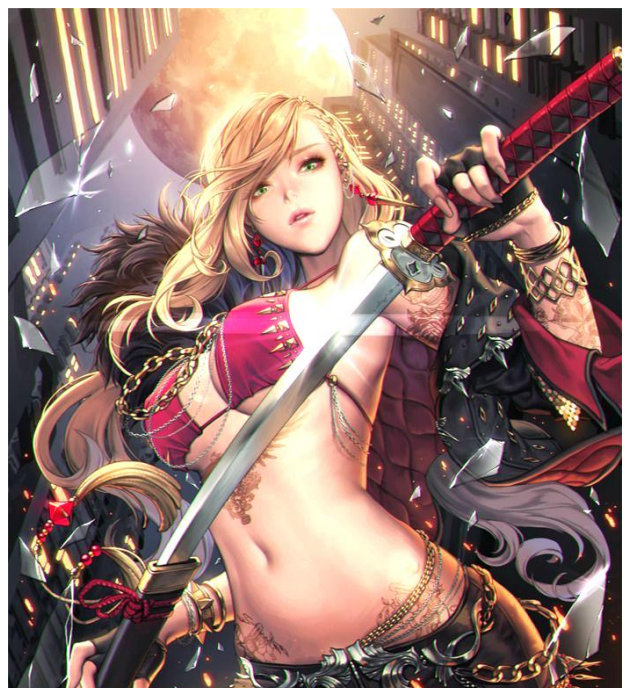
Offensive Japanese martial art involving many straight-line punches and kicks.

### Nekode

The skill of using clawed gauntlets (nekode) or retractable retrogenic claws.

### Take Aim

This skill is required to keep a steady aim and increase your chances of hitting a target. Someone with this skill can aim for one full round



(+1), for two rounds (+2) or for three rounds (+3). Other characters cannot try aiming.

## PERSONAL SKILLS

### Agility

This shows talent in throwing, balancing, climbing, jumping and swimming. Useful for gymnasts and for commandoes bursting through windows!

### Awareness

The ability to locate concealed objects, either in a room, vehicle, or on someone's body, and also see things that are difficult to spot, such as ambushes etc.

### Stealth

The ability to move quietly to sneak up on enemies as well as use cover for concealability. Stealth includes skill in appropriate camouflages and ambush techniques.

### Strength

Muscle and fitness, stamina and physique.

### Urban Survival

This skill allows a character to know the best places to hide in Tokyo and other Japanese cities, the quickest routes from A to B, the reputation of various districts and the general layout of the vast Tokyo-Chiba Metropolis. Don't get this confused with Yakuza.

## TECHNICAL SKILLS

### Bio-Research

This skill indicates expertise in genetics, pharmacology and molecular science.

### Com-Tech

Setting and locating bugs, cameras etc. The skill includes knowledge of eavesdropping and wire-tapping.

### Counter-Security

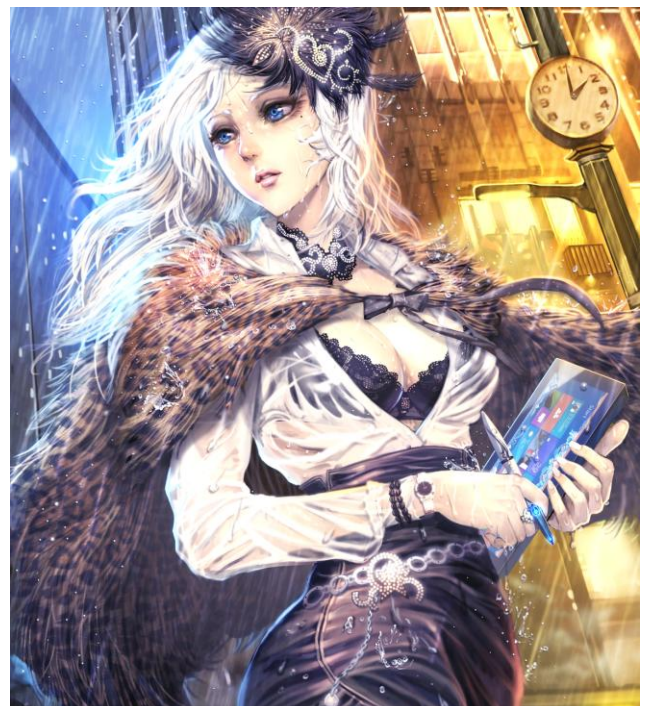
How to bypass locks and defeat security measures such as alarm systems, electric fences and motion sensors. Also includes breaking into and hot-wiring cars.

### Cyberspace

This is the skill of programming computers, making basic repairs and operating their software. It also includes hacking into the cyberspace matrix.

### Hovercar

The ability to pilot the new urban jump-jets, not only personal vehicles but also the cargo hoverwagons.



### **Meditech**

The ability to halt the deterioration of any wound to prevent death. Also includes the use of current paramedic technology.

### **Stunt Driving**

The ability to drive most wheeled vehicles in combat or otherwise stressful situations. Taught to police and bodyguards. The character is also familiar with routine maintenance.

### **Technology**

The ability to repair and construct complex electronic or mechanical devices, from radios to microwaves, motors and servos to robots, computers and telephone systems.

## **SOCIAL SKILLS**

### **Body Language**

Basic human psychology and the ability to 'read' people.

### **Deceive**

Lying, cheating and fooling people. This skill also allows a character to become someone else, put on a voice or disguise, and pretend to be doing something he or she is in reality, not.

### **Forgery**

Creating false Ids or 'retro-forging' stolen ID cards.

### **Gamble**

The character has skill and experience in most games of chance.

### **Good Looks**

The character is able to seduce members of the opposite sex.

### **Persuade**

The art of convincing, lying and seducing.

### **Yakuza**

How to cope with shady dealings in city life, knowledge of the right bars, of gang colours, of correct 'Street' behaviour and other forms of 'Street' knowledge and etiquette. The character may or may not have any connection with the Yakuza criminal syndicate.

### **Zaibatsu**

This includes corporate policy, accounting and finances, even stock trading. The user can cut through red tape, analyze accounts for clues and criticise business methods. Also used by criminals to commit fraud and forgery. He knows all the gossip on the zaibatsu.

## **PERSONALITY PROBLEMS**

The following problems are all available for players to select for their characters (maximum one per character), and are optional ideas just to give a character some depth. They have no real benefit other than they make your character stand out. Players should roleplay these



problems, using them for fun and to really make their characters different and individual. The list follows:

### **Bad Temper**

The character finds it impossible not to insult or attack the cause of any immediate stress. Can't keep quiet about something bothering him.



### **Cannot Swim**

And is afraid of water, bridges, tunnels, sewers, etc.

### **Cautious**

Cannot rush any task or job. Very deliberate, always double-checks work

### **Fashionable**

Constantly spends his spare cash on the newest clothes and fashions

### **Company Man**

Wholeheartedly supports the zaibatsu he works for. Will not tolerate criticism, is totally and fanatically committed to his corporate duty. Utterly loyal.

### **Cowardice**

Fears physical danger and pain. Will avoid placing himself in physical danger as much as possible. May crack up if forced to do so.

### **Drinks**

Too much. Cannot ignore alcohol for sale or for free. Finds any excuse to spend any free time drinking.

### **Easily Bored**

Finds waiting around very, very boring, and if any opportunity arises will take a quick nap (on a stakeout, for example).

### **Flashbacks**

A certain event will trigger a flashback, paralyzing the character for a few turns. Both referee & player must create the initial incident and condition of the flashbacks.

### **Gluttony**

Devoted to food and eating. Cannot pass up the chance to eat a meal or snack if the opportunity arises. Would spend his entire free time eating if possible.

### **Greedy**

Obsessed with gaining money. Sees everything in terms of profit or loss. Will never offer to pay for something, will always hesitate or refuse to pay out for things. May still be honest – just avaricious.

### **Intolerant**

Friction always develops immediately between the character and members of other cultures and races. For whatever reason he hates them and is obsessed with hating them.

### **Impeccable manners**

Even when about to kill a victim

### **Impulsive**

Must always act quickly, finds it impossible to wait, can never spend time aiming, for example.

### **Jealousy**

Holds a grudge against anyone who seems to earn a lot more than him. Will hate that person and if possible make it known he dislikes him.

### **Killer Instinct**

Finds it impossible not to attack the first thing that surprises or startles him. Sees faces afterward, sometimes it's too late by then!

### **Lazy**

Avoids physical labour at all costs. Will always find another option!

### **Lecherous**

Cannot pass up opportunity to chat up women

### **Manga**

Like many Japanese he is obsessed with manga comic books and buys a comic once per day. He always carries manga around with him and reads it at every opportunity. May take advice from the actions of its characters!

### **Never gets involved romantically**

Totally shuts out members of the opposite sex

### **Never harm women & children**

Never harm women & children

### **Never uses alcohol**

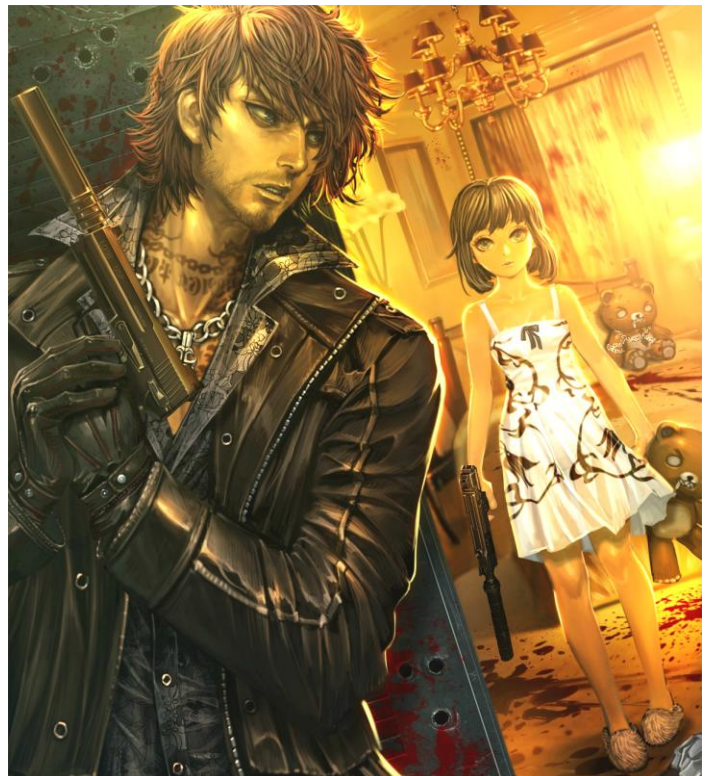
Or drugs of any kind

### **Phobia**

Afraid of heights/blood/enclosed/fire spaces etc.

### **Sports Fan**

At every opportunity he listens to sports, watches sports on TV and reads sports results in the papers. Most popular are baseball (those Tokyo Giants/Osaka Tigers) and soccer. Baseball



is (interestingly enough) dominated by the zaibatsu. Teams are actually sponsored by (and represent) zaibatsu, not cities or regions. Tokyo Giants are backed by Yoshiko, Osaka Tigers by Shinobizawa.

**Very religious**

Visits shrine/church everyday

## CHARACTER BIOGRAPHIES

Characters may live long enough to develop personalities, deep histories and definable characteristics and motivations. Players can use the following tables. So can the referee, in fact, when he designs Non-Player Characters (NPCs). Use your imagination and extrapolate from these bare bones if at all possible. Fill the game world with life! Think up a viable background story, a reason the character left his old life of freedom behind and joined the rigid, monolithic zaibatsu. Was it just money? Revenge? Power? Contacts are a very valuable asset in the game (one reason the zaibatsu recruit street scum is for the underworld connections they bring with them). A section on creating contacts is included below.

**Sample Name Table**

Akimitsu	Adachi	Akimoto	Ashikaga	Buntaro
Chukayo	Fuhito	Fujiwara	Goto	Gidayu
Hakatoko	Hasekura	Hanawa	Hatakeyama	Hisamatsu
Hosokawa	Ikeda	Iemitsu	Iwazumi	Kageharu
Kanemitsu	Kajitori	Katsura	Kagawa	Kanamori
Kimura	Kobori	Kojima	Kuroda	Kiroshi
Makimura	Masamitsu	Miyagi	Miyamoto	Mizuno
Matsukara	Minamoto	Matsudaira	Matsui	Mogami
Murakami	Murasaki	Matsushita	Nagao	Nakahiro
Naginata	Nakamura	Nakatomi	Narita	Nawa
Nikki	Ogasawara	Omaro	Okimoto	Oseki
Otawara	Oyama	Rokkaku	Rokugo	Sanzo
Sakimoto	Shigenobo	Sanjitomo	Sanada	Shinjo
Satake	Suwa	Sengoku	Shiba	Shibata
Shimazu	Tada	Tagaya	Taira	Tomomasu
Taneyoshi	Togama	Toyonari	Tsunayoshi	Terazawa
Tanaka	Tokugawa	Uesegi	Usami	Uchimaro
Wakabe	Watamaro	Tamaga	Yamaguchi	Yoshisune
Yoshizumi				

Create new names by mixing various combinations: eg. Wakamora.

Appearance Table (2d)		Motivation Table (2d)	
2	Retro 50s & 60s	2	Self-Ego
3	Grunge	3	Order & Law
4	Long Coats	4	Personal Honour

5	Chunky Padded Style	5	Drugs
6	Street Sportswear	6	Wealth
7	Baggy Style	7	Wealth
8	High Fashion	8	Revenge
9	Smart Casual/ Corporate	9	Power
10	Punk	10	Fame
11	Slick Leathers	11	Duty
12	Camoflage Gear	12	Pleasure

### Identifying Features Table (3d)

3	Fingerless Gloves
4	Tatoos
5	Mohawk
6	Bald
7	Earrings
8	Nose Rings
9	Spiked Gloves
10	Mirrorshades
11	Wildly coloured hair
12	Lots of Facial Hair
13	Designer Stubble
14	Lots of Jewelry
15	Pony-Tail
16	Fashion dominated by one colour
17	Hat
18	Distinct Odor

## CONTACTS

Each player character should have one social contact he can turn to for help, advice and information. Characters with Yakuza or Zaibatsu get 1–3 extra contacts. Remember that the contact will require the PC to help out in kind occasionally, and that they may occasionally (oops!!) get killed. Roll two separate dice on the Contact Table to come up with an idea of the contact's profession. Contacts are very useful during missions and can help, can hinder, betray and otherwise turn



a routine mission into a real-life experience, fitting the game into the world.

But there is another side to **ZAIBATSU**. As street criminals hired by the big multinationals, the characters still retain active links with the Tokyo underworld. The zaibatsu encourage their samurai to cultivate these connections, hoping to benefit from illegal suppliers and the directness of violent criminal activity. This means that (if referees and players desire) characters can perform off-duty jobs for contacts, or with a contact's help. Their reward? Money (of course) and new contacts to be used in the missions. A good criminal job, with few civilian casualties and no major screw-ups should easily be worthy of a contact, either encountered and befriended during the 'job' or as a name and address handed over by a grateful friend. The referee must adjudicate. They can include resolving aspects of a character's background story, jobs for the Yakuza or a chunin, scams, set-ups, robberies, whatever. They can be run as solo games (one referee, one player) or the other players can get in on the game, helping out one of their number whose job it is. These criminal jobs are not meant to be the focus of games in **ZAIBATSU** but intermittent or alternating scenarios that illustrate the samurai's dark links with the Street. The player characters operate between two extremes, being loyal company employees by day, but belong to the Tokyo underworld at night. Referees can run street scenarios totally unconnected with the business of the zaibatsu – making a refreshing change and filling out the background of the characters.

But contacts don't last forever. Too often used, or abused, they may eventually suffer from hyperventilation (too many bullet holes), lead poisoning or red corpuscle deficiency. The following actions may have a bearing on the loyalty or longevity of a contact:

### **Breaking an Oath or Promise**

A contact who is betrayed by a character will not be happy. It may be a promise that was not fulfilled or something more important, but the referee must roll 2d to determine the contact's reaction. On 7- he has nothing more to do with the character. On 8 or more he continues to help.



### **Owing A Debt**

If someone sacrifices something for you, then you are duty bound to pay it back somehow. If they died helping you, then you must help their family etc. If you do not show signs of repaying the debt when it is obvious you could, roll 2d. On 7- the contact is lost.

### **Killing Innocent Civillians**

If you are involved in the killing of civilians (in a mission or on a job) you are in danger of creating an image of a blood-thirsty maniac. Contacts (even gangster contacts) will be put off associating with you. Few people in the underworld sanction the murder of innocent people. Sign of an amateur about to 'lose it'. If they are killed without regard or remorse, roll 2d for every contact. On 5 or less, lose

that contact.

### Screwing Up Majorly

If you can't do your job, people don't want to know you. When you bungle an underworld job, roll for all your contacts. On 5 or less lose that contact.

### Betrayal to the Authorities

No one likes a snitch. If you run to the government (the SJC) the cops or some other group for protection during an underworld job, you are seen as dangerous. Roll 2d for all professional underworld contacts, on 7- lose them.

**Contact Table (1d, rolled twice)**

1	1	Chunin	4	1	Ninja
	2	Engineer		2	Yakuza gangster
	3	Military Officer		3	Medium Zaibatsu
	4	Technical		4	Large Zaibatsu
	5	Medical –Street Surgeon		5	Taxi– Driver/Courier
	6	Private Eye		6	Street Samurai
2	1	Rumourmonger/stall	5	1	Deck Jockey
	2	Scientist		2	Hustler
	3	Synthetic/Cyborg		3	College kid
	4	New Honk tough		4	Smuggler/Supplier
	5	Cultist Ter Terrorist		5	Politician
	6	Artist		6	Large Zaibatsu
3	1	Cop	5	1	Chunin
	2	Ward Office		2	Family Member
	3	Local gang		3	Deck Jockey
	4	Assassin		4	Small Zaibatsu
	5	Bank		5	Cop
	6	Media		6	Yakuza gangster

Roll two or three of these inspirational ideas and try to build a background story (biography) to provide a rationale for the character. As in all Japanese anime, past loves, hates and deeds should continually spill out to confuse and confound the story being played out! Use two dice, rolled independantly:

**Biography Table (1d, rolled twice)**

1	1	Enemy made – a friend or relative* See Animosity Table (below)
	2	Enemy made – a friend or relative* See Animosity Table (below)
	3	Enemy made – a friend or relative* See Animosity Table

	(below)
4	Enemy made – a lover * See Animosity Table (below)
5	Enemy made – a lover * See Animosity Table (below)
6	Enemy made – a lover * See Animosity Table (below)
2	1 Enemy made – the Tokyo city government * See Animosity Table (below)
	2 Enemy made – the Japanese police force* See Animosity Table (below)
	3 Enemy made – a major zaibatsu * See Animosity Table (below)
	4 Enemy made – a co-worker * See Animosity Table (below)
	5 Enemy made – a co-worker * See Animosity Table (below)
	6 Enemy made – a co-worker * See Animosity Table (below)
3	1 Your girlfriend is always involved in your escapades, unwanted of course!
	2 Scarred in a terrible past accident, perhaps psychologically as well?
	3 You owe money on the Street – 2d x ´100,000
	4 You've been in prison or held hostage for some considerable time
	5 You've recovered from some secret illness or drug addiction
	6 You were terribly betrayed, exposed, or blackmailed
4	1 Friend, lover or relative tragically killed. Do you know by whom?
	2 You have been falsely accused of some crime
	3 Hunted by the Law or by a powerful zaibatsu
	4 You have a powerful government contact – but costs ´10,000 to use.
	5 You experienced a very bad love affair that went tragically wrong
	6 You had, or are having, an affair – with a rival
5	1 You are having, or have had, an affair, but there is constant conflict
	2 You are having, or have had, an affair, but friends don't approve
	3 Previous mission went badly wrong, people were hurt or killed
	4 No family to speak of – or have you?
	5 Rebelled against family, they hate you and disowned you
	6 You are a member of a secret society
6	1 You know a delicate secret about a Tokyo Yakuza operation
	2 Wanted overseas
	3 Your last mission killed innocent people and hit the headlines
	4 The Tokyo police know you, and your past, well
	5 You have somehow acquired a valuable (& probably stolen) item
	6 You are the sole witness to a murder or major scandal

### Animosity Table (1d)

1	One party was deserted or betrayed by the other
2	One party was responsible for the seriously injuring the other
3	One party publicly humiliated the other
4	The two parties are in direct competition
5	Constant friction exists between the two parties
6	One party accuses the other of some terrible crime

## RETROGENICS

You're almost ready to hit those rain-slicked streets. Almost – but not quite. You see the opposition *genetically-modify* their guys, make them stronger, faster, immune to fire, drowning, and that kind of thing... All thanks to a little bio-development called "retrogenics". Feel intimidated? Well your zaibatsu (the referee will decide which of the big multinationals you work for) hates to waste agents, and will foot the bill for 20 points of retrogenic adaptations before play starts. Check out the lists here and the detailed descriptions given further on in chapter 4.

### RETROGENICS

Ambidextrous	10	Amphibious	5	Animal Empathy	5
Cat's-Eyes	10	Eidetic Memory	5	Enhanced Respiration System	10
Flexibility	5	High Pain Threshold	10	Inner-Ear	5
Insect Eye	10	Macro-vision	5	Metabolic Accelerator	15
Metabolic Decelerator	5	Micro-vision	5	Mimicry	10
Muscle Matrix	15	Parabolic Hearing	5	Pheromone Sense	5
Poison Fangs	10	Poison Immunity	5	Regeneration	15
Retractable Claws	10	Second Skin	10	Subdermal Body Armour	20
Subdermal Pouch	5	Superarms	10	Superlegs	10
Transmorph	20	Vat Grown Eyes	5	Waking Sleep	5



## GETTING KITTED OUT

Finally, collect the gear from your character type, pick up ¥20,000 as a recruitment bonus, and prepare for the mission briefing. Most zaibatsu automatically award their operatives a head-set radio and a handgun (auto pistol, riot pistol or flamer). Anything else must be bought or acquired on the corporate card (see next chapter).

## USING SKILLS

In **ZAIBATSU** there are no levels of skills. This is for speed of play. In fact, as you've already seen, there are no statistics either. What is Strength 3 or Drive Car 13 anyway? Either you have been trained or possess some natural ability in a skill or attribute, or you don't.

Skill rolls use two six-sided dice (2d). If you haven't chosen a certain skill, yet want to try an action that requires it (using a gun without the skill, for example) then roll 5 or less (5-) to succeed. If you *do* have the relevant skill, then roll 7 or less (7-).

SKILLED	7 -
UNSKILLED	5 -

Obviously there are some actions that cannot be attempted under any circumstances unless the agent is skilled. A street hustler will not be able to try flying a space shuttle, for example. The referee must use his judgement.

### Critical Failures or Successes

Any result on a 2d skill roll that is a double (ie. two 1's or two 4's etc.) is a critical success or failure. If you made the roll, it is a critical success and the skill attempt went exceptionally well. In combat it means damage is increased by one full level. If the roll was failed but a double-6 was rolled, something pretty bad occurred. The gun jammed, you shot your friend, the car slid into a building. Be imaginative – be wicked!

### Skill Contests

When a player character and non-player character test their skills against each other, in a chase, in cyberspace, or whatever, use the following method to resolve the situation. Assume that both characters are skilled and let the player roll his skill as normal. Allow him a +2 bonus, if his opponent **does not** have the relevant skill. This way, if both are skilled, the chance to succeed or fail is 50/50 (7 or less). As you can see, this puts the entire test into a single roll made by the player himself – quick and effective.



## THEY CALL ME BOSATSU ...

"I didn't join Haruna to save the world. I didn't join to make money. I joined Haruna Biolabs because their shares were up and I was looking to the future. We live in a world of have and have nots. Some have corporate contracts, some have not. I'd wasted about ten years screwing around on the street, minor deals, hustles, scams, nothing major, just making enough to pay the rent. I needed a way out. On the Shinjuku-Ginza tube one night I read an interview with Matsudaira in 'Today & Tomorrow'. This high-flier with Shinobizawa was getting paid massive multi-million yen bonuses for the same kind of stuff I was pulling off down in Kabukicho every night!"

"So I signed up. Indentured. My first mission was a disaster. I was shot twice and both my team-mates were killed by a grenade. I survived by jumping into the Sumida River. That shook me up. I decided then to use my brain, to think my way around problems and use every possible resource. Put the company between the bad-guys and me, I thought. So far so good. Five years later and I'm still alive with every possible comfort. But now I'm more in danger from my own teams than I am from the company's rivals! These guys are on a very steep learning curve and I have to fight to keep out of their disasterous mistakes."

Bosatsu is a rank 6 employee of Haruna Biolabs, a loyal and dedicated security agent with no qualms about eradicating members of rival zaibatsu to ensure the survival of his company.

Bosatsu is a Sarariman, a corporate organizer who is given a task to do and can be trusted to get on with it. His automatic skill is Zaibatsu, and he selects Autopistol, Karate, Com-Tech, Persuade and Deceive. Because of his promotions, Bosatsu also has 4 more skills, which he selects as Aikido, Good Looks, Cyberspace and Body Language. He has no problems.

Bosatsu wears expensive 1970's style white suits with huge collars and vast colourful kipper ties. He is a stickler for neatness and cleanliness. His black hair is jelled and slicked back.

Bosatsu's contacts are Sarah Monogatari – a chunin, Tanaka – a Yakuza gangster, and Anita Turkan – a reporter.

As a zaibatsu agent Bosatsu has retrogenic adaptations amounting in total to 45 points. He selects: Regeneration (15), Subdermal Body Armour (20) and Ambidextrous (10).

## 2 THE ZAIBATSU

In **ZAIBATSU**, the player-characters are corporate agents of a very dangerous nature. Tokyo and the Tokyo Bay area has become the centre for a new industry that is dominating 21st century life. Bioengineering is this century's computer revolution, and the Japanese are the globe's leading exponents of the technology. The vast Japanese-based corporations, or zaibatsu, dominate the field; and the world. Tokyo is their battleground, and the struggles are fought for, and with, data and gene-science. Genetics hold the secrets to life, power and profits, being used for agriculture, plastics, medicine, food production, industry and human bioengineering.

The zaibatsu wars are fought by their own corporate security teams, initially recruited from the Streets. Today, with human bio-engineering on the increase, the zaibatsu have begun using their own genetically-modified supermen for security purposes. These retrogenetic killers assassinate employees of rival zaibatsu, kidnap scientists, burgle offices, steal data or bio-samples... the list is endless. And the streets of Tokyo play host to this murderous game of corporate espionage.

Thousands of companies do business around the world, but only a hundred or so are classed as zaibatsu. A zaibatsu has the resources of a small nation, so powerful, wealthy and far-reaching are they. A fleet of cargo jets painted with the corporate livery, business jets, long-distance trucks, hotels, parks, industrial estates, private security armies, lawyers, warehouses, vast housing and living blocks (arcologies), passports, embassies, private islands and airfields, satellites, space-stations and ocean-going ships. There is practically nothing that a zaibatsu cannot procure if it so decides.

## ZAIBATSU LISTING

### Ellis-Itami

Ellis-Itami is an information zaibatsu and feared for that. It seems to have an unprecedented data network. E-I owns insurance subsidiaries, a detective agency, stock traders, several small Japanese banking companies and Kodai-Secure the courier and security firm. Information is Ellis-Itami's game, and the zaibatsu has a reputation for hiring the brightest cyberspace cowboys and the best investigators. Trying to be impartial, they sell data to all zaibatsu, all governments: everyone. The zaibatsu symbol is a shield with an eye emblem. Much feared is the E-I credit section hired by other firms to collect debts. The 'credit adjustors' are basically hired guns, ronin and street scum.



### Erebus Petrochem

Erebus' symbol is a map of Antarctica. The zaibatsu is British and is involved in oil and gas drilling, mining, construction and submarines. The president lives in the UK, he is Samuel Kazerowski - Polish descent, wheelchair ridden, gaunt-hollow figure. Gestures and shouts. Thinning black hair. Erebus is UK's biggest oil company and is deeply involved in the Antarctic War. Prime supplier of oil to Europe and Japan. Not in the company's interest to see fusion and power sats take over the market. Erebus is massive in size and ever hungry for profit. Also conservative. Main rivals are French Petrochemie and Eurodyne, Europe's biggest investor in solar power satellite prototype. Voroncovo are researching fusion power. Erebus is also interested in keeping other companies out of Antarctica. Taking advantage of war to do just that. Erebus originated out of BP in 2001. Erebus espionage is carried out by a subsidiary called McCandless Insurance. Insurance investigators also spy on rivals, buy information, sabotage rivals, etc.

## **Eurodyne**

This zaibatsu is German and its logo is a DNA spiral in star-filled space. It deals with engineering, construction, drugs, genetics and satellites. HQ is in Munich, the president is Karl Schirra. This radical multinational came out of nowhere in 2008. It swallowed up fringe companies and forged them together into one of the most technologically innovative companies in the past 30 years. Own parts of the Brazilian rainforest (some say the government there, too). For research into new drugs. Rumours abound of a cure for cancer, and stock has risen, but Eurodyne tries to put down these rumours. One of major company HQs is Kourou spaceport in French Guyana. Owned by ESA. Eurodyne fabricates parts for the Hermes space shuttle and oversees Ariane maintenance. The company also began the Gibraltar Bridge.

## **Haruna Biotech**

This zaibatsu deals in medical services, drugs and genetic treatments. Haruna previously did some bio-weapons designs for the Japanese Self Defence Force, but this was stopped when the viral agent Delta-2 contaminated food supplies, water and some areas in 2016. Many deaths ensued, but no-one is certain who was actually responsible. The government blamed a radical terrorist group called the Imperial Restoration League. Haruna, for its part suspects Makita Genetics of trying (in vain) to discredit Haruna and win the military contract for itself. In mutual fear, both zaibatsu are at virtual full scale war. The people of Tokyo are bracing themselves for further violence. Haruna's network of clinics and hospitals in Chiba are run by a subsidiary, Life Corp. Haruna owns an orbital workstation called Gogon-2, a medical research hospital and re-habilitation centre. The zaibatsu has numerous medical centres in Chiba City, the real heart of medicine in Japan. There all its best labs, research centres and clinics are based. Most other medical zaibatsu likewise have facilities here. The zaibatsu logo is three triangles in a line.

## **Koji-Akita**

Koji-Akita is an energy corp, with ownership of huge wind-farm islands just off of the mainland. It also is involved with geothermal power stations. Mining and oil drilling also interest the zaibatsu, especially in Korea. The president is Kamakura Watanabe, an old, wise man who began as a geologist. He is at the forefront of futurist thinking, especially in power systems. He is also a celebrity, and is chairman of Koji-Akita's Kamakura Technical College in Ochanomizu. This is the world's leading geology, energy and power systems school with students from around the world. It has a department of Extraterrestrial Geology. Koji-Akita is very modern and high-tech, with many of its old mines converted to labs, test sites and storage vaults. The nerve centre of operations is Mount Tanzawa, about 55km west-south-west of Tokyo, where a vast underground complex exists. The zaibatsu also has offices in Tokyo.

## **Makita Genetics**

A market leader in genetics and the creator of retrogenics. The president is the mysterious Taneo Tomita a virtual recluse in the Tokyo Sky Tower and a 63-yr old man in an 18-yr old's body. He is a clone of his former self. The zaibatsu spends much money on its public image, the corp is seen as the first of a new kind of company that can change the world with genetics. They continue to push the good aspects of the technology. Makita offer cloning services to other zaibatsu and the government and are pushing their insurance section that provides virtual immortality for the very rich. The zaibatsu has incorporated several medical companies including Alcor, the Nineteen Nineties cryonics firm. Makita made the cryonics

breakthrough that now allows full body freezing. Major rival is Haruna Biotech. Like Haruna, Makita has a huge number of clinics and hospitals in Chiba City, the ultra-advanced heart of 21st century global medicine. The zaibatsu logo is a flower of lotus buds.

### **Matsuyama Heavy Industries**

Almost a dinosaur from the 20th century, Matsuyama is trying to rehabilitate quickly. Or die. The zaibatsu builds, prolifically and hugely. It is a global corp of vast size with property on every continent. Leases, land sales, construction and development, engineering projects, power production and satellite technology all concern Matsuyama. Matsuyama constantly tries to crush competition with its security forces (which are vast). It realizes that wealth in property is declining ever since Eurodyne pioneered the move into orbit. The zaibatsu wants "a piece of the action"

(quote from president Tanika Tatami, 2022). Manuevering of some sort is currently but the exact nature is not known. NHK expose progamme "Powerplay" has suggested a Mars project along the lines of the Luna city (Clavius), a mining project or deep-space vessel. The zaibatsu logo is a pyramidal tower with three energy bolts coming from it.

### **Okuda Optics**

By buying out various optics manufacturers at the start of the century such as Zeiss, Canon, Siemens and Optique, Okuda became a world leader. It specializes in lasers, high tech surveillance and monitoring devices. The zaibatsu also has a great deal of interest in computers and robotics, with seperate subsidiary divisions in each subject. Okuda is a dynamic zaibatsu with nothing to lose, it is run by a young, no bullshit management who take risks. Okuda have attempted to build an Artificial Intelligence called Factor, which is unstable, suffering from several psychoses and mad. It is devious, malign and intelligent. Factor is based in a complex deep under Tokyo.



### **Parkfield Biolabs**

Parkfield's operations include Agri-Chemicals, Genetics, Biocides and Pesticides and its logo is a Green Crystal Maple leaf on Blue Background. Its HQ is in Toronto, its president is James Parkfield Jnr. Parkfield is a large Canadian Agri-Corp specialising in genetic manipulation to produce genetically superior crops and associated crop enhancers. Parkfield owns most of the farmable land in Canada. Their main laboratory ('Rockwell') is situated in a mountain side complex which extends deep into the rock. The lab is very well protected by a large security force, which successfully defended the lab from Eurodyne when Parkfield refused to be bought. There is some speculation that the complex is responsible for many of the more accessible synthetic street drugs. Parkfield will not tolerate anything that is connected with Eurodyne since the 'Rockwell Mine' confrontation.

## **Shinobizawa**

This zaibatsu is a world leader in computer systems, advanced electronics, application software and cybersystems. It has little "dirt" to uncover and is seen as a shining example of a good zaibatsu. Their development of optical computing is revolutionary, and will soon pay off. Shinobizawa has links with other zaibatsu, usually only temporary, and is on good terms with many. A crucial part-time partner is Transdyne Cybersystems. The logo is a human head within which is plasma-effect lightning. Shinobizawa is traditional and powerful. Its biggest rival is Okuda who compete directly in the fields of computer chips and optical computing. Okuda really wants the secrets of optical computing that Shinobizawa has discovered. Shinobizawa has almost impenetrable ICE. The Tokyo HQ is a vast transparent Fuller dome in Ikebukuro with subdomes connected around it. The offices, R&D sections and production areas lie within it like a minicity.

## **Transdyne Cybersystems**

A dedicated robotic zaibatsu. It builds all kinds, for every possible task. The software division is exemplary and also jealous. It has been known for TDC to release icebreaker software on shareware bulletins in the hope some desperate cowboy will use it. These programs are booby-trapped and allow the target corp to trace the perpetrator straight away. TDC has guarded links with Shinobizawa, no-one knows how long this will last. TDC has also made radical steps toward Artificial Intelligence and uses AI technology in many robotic and software applications. Fully aware cyborgs are now on the production list and very popular with security firms, space agencies, SWAT teams, seabed exploration companies and rescue services. The zaibatsu has production centres across the globe and sells robots to many other corps. Biggest cyborg sellers are the multi-tasking technician model the Transdyne Cybersystems 120 and the combat model Transdyne Cybersystems 101.

## **Voroncovo**

This zaibatsu uses the emblem of multiple chrome "V" 's. Corporate colours are red and brown. The HQ is in Moscow (over nuclear bunkers and tunnels) and the CEO Vladimir Dubovka. The Russian corp is interested in sophisticated engineering, rocket systems, satellite technology, surveillance and the technology of security. Voroncovo is feared in corporate circles, not for its sheer size and amount of force it can bring to bear, but because of what it does. Developed from an amalgam of Russian state industries, Ilyech Voroncovo brought together the brightest scientists and projects from the CIS before the West could buy them first. Voroncovo inherited Korolev, which is its successful rocket subsidiary, and Mikoyan the aircraft designers. Voroncovo is successful in the space industry, but well-known (by the media) for its Speransky spy-sats. Sold to corporations for lots of money, the world's governments and media are very concerned that this will make the corporations "extra-governmental". Voroncovo also specialize in "intelligence". No where on Earth is free from Voroncovo surveillance, and the corporation's spy and information network is second to none, having recruited heavily from the old KGB and ex-Communist secret police units.

Voroncovo are known as information brokers that rarely use what they know for personal gain (the space industry excepted). Voroncovo also provide security bodyguards, escorts, armoured cars, detective services, mercenary units, and corporate arbitration services. They are tough, un-compromising and absolute bad-asses. This company has a vast launch complex, Baikonur, near Leninsk, another at Plesetsk, and a test and training centre called Star City near Moscow. The Mir 18, 19, 24 and 25 workstations are modular designs with separate living and research or production units separately leased to interested zaibatsu (a

Mir Module can hold 30–40 individuals comfortably, and connected with a dozen others gives a station a population of over 350 spacers). Most zaibatsu enjoy a presence in space through the Mir Modules.

### **Yoshiko**

A large retail zaibatsu, owns the Robot Cafe restaurant chain, many department stores worldwide, clothing, food and household production factories. Yoshiko is a vast, faceless zaibatsu with a very secretive Board of Directors. No-one is sure who make up the Board and theories are wild. Yoshiko is pervasive and frightening. Breakfast cereal, toothpaste, shoes, bottles, vending machines... Yoshiko is the consumer glue that keeps the 21st century together, providing the products that keeps society ticking over. The zaibatsu symbol of the Japanese Rising Sun is everywhere.

## **INSIDE THE ZAIBATSU**

### **WORK FOR US, OR NOT AT ALL**

In near-future Japan the zaibatsu are master. Every important or well paid job here is within such a mega corporation. A vast percentage of jobs are either in these zaibatsu or one of their subsidiaries or suppliers. Their employees, shareholders and pensioners are at the top of society. Below them are the independant businessmen and other professionals who deal regularly with the zaibatsu and are on good terms with them. This is the world of the corporations and to be outside the zaibatsu means a wretched life in a Development Zone struggling for a living, with no regular income, no medical or security insurance and no credit.

### **BUSINESS CULTURE**

Loyalty, obedience and duty to a Japanese multinational zaibatsu is total. For most executives their entire life revolves around their prosperity within and the prosperity of their employer. Family and children are a mere adjunct to the 'real world' of big business – the Japanese sarariman considers his workmates (and thus drinking buddies) more important than his wife. Much of this thinking is a legacy of the samurai system. The true 21st century samurai are not the gunslinging player characters, but the duty-bound, emotionless and fiercely proud and loyal sararimen – the executives. Central to the idea of corporate loyalty is the emphasis on group responsibility. Individuality is not tolerated. Groups (departments, offices, bureaus, production lines, etc) work together and achieve targets, not individuals, and groups suffer the penalties. Anyone who attempts to break the mould attracts attention: 'Hey, look at me! I'm better than everyone else!'

Every zaibatsu, indeed Japanese life itself, is carefully regulated by a well-structured rank system. This revolves around responsibility, salary, bowing and ostentaciousness. Anybody who seems to have pretensions above their rank will be thought badly of and suffer penalties in everyday life – and will not be promoted or suffer demotion. One absolutely agrees with ones superior, again for the same reasons. To go 'against the flow' is to challenge authority and become an individual. The following list gives the essential guide to zaibatsu loyalty:

1. Wear dark, unassuming suits and conservative ties. Do not attract attention.
2. Acknowledge that your zaibatsu is the greatest (or has the most potential).  
Learn the company song. 'Idai na kaisha!' (O Glorious Corporation!)
3. Never contradict a superior. Always bow lower to those who outrank you.

4. Exchange business cards, which are your mark of rank, prior to the bow.
5. Conduct business based mainly on trust and long-term relationships, not on quick profits or quality. A zaibatsu's established buyers, customers and associates are almost considered to be a part of that zaibatsu's 'network of obligations'.
6. Treat your co-workers as buddies. Never go home at night, instead go drinking until late at a karaoke bar (or hostess bar).

## ZAIBATSU ORGANIZATION

The zaibatsu are organized along similar lines and it may be useful for the referee to understand something of this organization. In 2030 most zaibatsu businesses are owned by thousands of shareholders scattered around the country (or world) that effectively 'own' the company. Most of the employees will be shareholders also. They regularly vote on zaibatsu matters and vote in the directors on the board of directors. These form the nerve centre of operations behind the company. They in turn vote one of their number as a president, one as a treasurer, one as a secretary, one as a chief communications officer, one as a chief administrative officer, one as a chief financial officer and one as a chief operations officer. There may be duplicates of the operations office depending on how big the zaibatsu is. The directors all own vast numbers of shares. The rest of the organization is best illustrated with an example – Haruna Biolabs:

### ORG CHART!

The zaibatsu rank system for executives (ie. not the player characters) is as follows:

Zaibatsu Rank System		
Rank	Title	Promo Points
1	Office Recruit	0
2	Clerk/Salesman/Programmer/Administrator etc.	3
3	Senior Clerk/Salesman/Programmer/Administrator etc.	9
4	Team Leader	18
5	Assistant Project Manager	0
6	Project Manager (of a particular project)	3
7	Executive Manager (assisting the Senior Exec)	9
8	Senior Executive Manager (of a department)	18
9	Vice President (of a division)	30
10	Senior Vice President (with an area of responsibility)	45
11	Executive Officer (a chief officer of operations etc)	63
12	Director	84



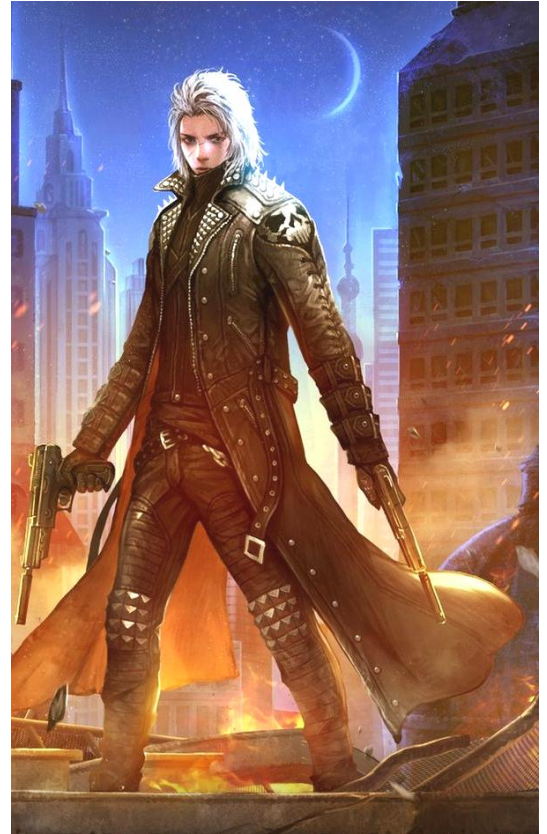
Employees in the ranks 1–4 are not management material. Those that are begin at rank 5.

## ZAIBATSU MON

The 'mon' is the ancient heraldic symbol or badge of the Japanese feudal warlords. The zaibatsu have their own corporate logos – serving the same purpose as the 'mon' of old. Besides the mon or logo, a zaibatsu also adds a colour or combination of colours with which to identify delivery vehicles, flags, advertising hoardings, signs, ID badges and other property.

## CORPORATE WARS

Japanese zaibatsu have a degree of samurai-style honour and may publicly and formally set themselves up in opposition to a rival zaibatsu. Ordinarily the multinationals just dispatch their covert street samurai out to wage a secret war. Sometimes a point must be made. The formal declaration, or blood feud, is called a 'fukushu'. It is a vendetta and a warning to other zaibatsu to not get involved. The actions of a fukushu will be legal, backed (almost certainly) by illegal activities. Such things as trade embargoes, the buying up of shares, asset seizing, etc. At some point one or another backs down, or a government figure steps forward to halt the fukushu – especially if illegal operations have gotten out of hand. The fukushu is all about protecting the name, honour and integrity of a zaibatsu. Actions likely to spark a fukushu include a public slight by a rival, an underhand or illegal deal that has become public (privately most zaibatsu don't give a damn) or a deal or agreement that has been (publicly and embarrassingly) broken.



## ZAIBATSU COUNTER-CULTURE

The player characters are not normal zaibatsu employees. They are thieves, murderers, assassins, computer hackers, drug users and other assorted scum. But the zaibatsu needs them. They have no honour, no real love of the company and its songs, they care only for themselves. They are outsiders that have found gainful employment with the zaibatsu. Much like the ninja of feudal times, these 'street samurai' follow no codes and laugh at the rigid codes of conduct of their employers. They do what the executives in their formal business suits and implacable poker faces cannot, they are dishonourable rogues who can steal rival projects, kidnap rival executives, blow up factories and generally conduct corporate terrorism. The media and the zaibatsu are fully aware that the big corporations have their own terrorist gangs but speak little of them in public. This is a secret 'bl-ack' war conducted off the centre stage. The police look the other way, and wait only for the swift and terrible retribution of the zaibatsu just attacked. Only when innocent civilians are caught up in the conflicts do the police intervene. The "cold war" of old with spies and gunmen, contacts and defections is brought into the 21st century. And the PCs are on the front line...

Although not bound by the etiquette of the sararimen, the street samurai are still bound by loyalty to their employers. The most loyal samurai will find themselves climbing the ladder of promotion faster than his colleagues. If a samurai leaves the zaibatsu and goes freelance (usually a poorly-paid and highly dangerous alternative) he becomes a "ronin". Few ronin survive, they know too much of the secrets of the zaibatsu.

As one of the zaibatsu's newest street samurai, the character starts out at the bottom of the corporate ladder – but he can only go up. All new samurai start at rank 1 – Recruit. The more missions they successfully complete, the more promotion points they will earn and the faster they will reach the rank of 2 – Agent, 3 – Senior Agent and 4 – Team Leader. With rank comes money, more enhancements, better accommodation and 'perks' of the job such as cellphones and cars. Promotion is something for the characters to aim for.

### MISSION BRIEFING

Most missions the PCs carry out for their employers will be given to them from the zaibatsu's security offices or headquarters.

These will normally be at major zaibatsu facility in downtown Tokyo – the corporate sector is called Marunouchi. A typical team will not be part of the security (uniformed patrol) department, but an elite secret group called something like Competitor Intelligence, Special Research, Active Intelligence, Marketing Special Analysis etc. Their suite of offices will include the Executive Managers' office, an office for each Project Manager, one briefing/conference room. An interview room (which can double as a cell), a lounge shared by the different teams, a bathroom with showers, lockers and changing rooms, and an armoury (with gear and guns that can be purchased or 'bought' with the finance card).



Many teams already have forgers, and cyberspace cowboys etc. but the offices also include a workroom in which a hacker is always on duty. Teams without a cowboy can put requests to him, but he is very, very slow because he is dealing with several other team's requests as well. Triple or quadruple any times stated in the rules. His services must be purchased with credit from the finance card (¥5,000 to scout around legitimately, ¥10,000 illegitimately, ¥20,000 for black ice areas of the Matrix, ¥5,000 for use of a routine). His Icebreakers will most often be grade 5.

The agents will have a boss of higher rank (a project manager) who will detail the mission and send them on their way. Before the first mission, agents will be given handguns, headset radios and corporate account cards (discussed below). There are various activities that street samurai could get up to. They could be official investigators delving into crimes perpetrated against the company. They could be body and mind recovery agents for a clone insurance company (such as Haruna or Makita). They will earn promotion points and move up the company ladder.

More usually, the agents will be sent on espionage and industrial terrorist missions against rival zaibatsu. Yes, this is technically illegal, but the zaibatsu virtually own the country, and have the police and judiciary sewn up. Imagine the Chicago mob wars transplanted into the 21st century – the police and government are all bought off. Cops will turn up to investigate street firefights, sure, but once zaibatsu IDs are waved in their faces, no charges will be brought. It is the wrath of the **rival** that the agents must contend with. Keeping your activities secret is still highly advised, however, since cops are followed immediately by the media, flashing your faces, names and your motives across the airwaves for all to see. And your zaibatsu still has to contend with public opinion ...

### THE MISSION DE-BRIEF

At the end of a mission, the referee decides what level of success was achieved and what sort of promotion point awards are to be made. Award promotion points to individual agents upon completion of a scenario as follows:

Participation in a successful mission	+2
Use of a totally amazing rouse or strategy	+2
Participation in a partially successful mission	+1
Use of a memorable tactic or rouse	+1
Saving the zaibatsu embarrassment/money/resources	+1
Discovering a traitor	+1
Disgracing the name of the zaibatsu/department	- 1
Lost zaibatsu property/waste of resources	- 1
Disasterous media exposure of a mission	- 1
Traitorous actions*	- 2d

\* Any change in rank due to traitorous action is *unacceptable*. The agent must be terminated immediately. The first agent to carry out this order receives 1 promotion point. Yes, weapons are allowed in the debriefing room!

The rank table allows the referee to plot the progress of the agents as they perform mission after mission in the service of their employer.

Rank Table					
Promo Points	Rank	Title	Cash	Enhancements	Lifestyle
0	1	Recruit	20,000	20	Subsistence
3	2	Agent	30,000	5	LC, Cellphone
9	3	Senior Agent	40,000	5	LC, Ground Car

18	4	Team Leader	50,000	5	MC, False ID
30	5	Assistant PM	60,000	5	SC, Hover Car
45	6	Project Manager	70,000	5	SC, Trauma Team
63	7	Exec Manager	80,000	5	EC, PDT, Bodyguard
84	8	Snr Exec Mngr	90,000	5	EC, Clone Insurance

The rank describes the rank of individual team-members. Agents are awarded the cash bonuses when promotion occurs, as well as additional enhancement points and the relevant lifestyle bonuses. Cash is in Yen. Note that the Promotion Points column indicates the **total** number of points required for the agent to be promoted. Agents also receive one extra skill at the rank of 3 and at every rank thereafter.

### Lifestyle

Subsistence is temporary accomodation for a low-life street samurai in a 'capsuru hoteru' (capsule hotel, with tiny 1m tall by 3m long personal capsule instead of a room. No furniture, just a mini-TV and a slab of temperfoam. A Security Roll of 6- prevents enemies getting in. Lower Class (LC) accomodation has a Security Roll of 8-. Middle Class (MC) accomodation has a Security Roll of 9-. Senior Class (SC) accomodation has a SR of 11-, and the highest level of zaibatsu accomodation, Executive Class (EC) has a SR of 12-. Cellphones, ground cars and hovercars are issued to each member and will be repaired if damaged. A false ID is issued as a cover ID for the agent. It will be a full ID. Trauma Team coverage is an implanted transmitter that sends a distress signal via the nearest 'phone to the zaibatsu when it registers a wound. The Trauma Team will arrive in a fully-armed dropship with paramedic facilities for an immediate medivac. Typical reaction time is 2d6+1 minutes. PDTs are Personal Data Transmitters and are an optional implant; they transmit bio-data and full locational data on the implantee. Useful in case of kidnaps etc. Clone Insurance is the full cover of a clone replacement in the event of death, see the Medicine section in chapter 4.

### Finance Cards

Each team of street samurai begins its life with a corporate account and each agent has a corporate account card with which to draw money from it (under supervision of the team leader) for goods and services during missions. Accounts are calculated by adding the team's combined rank total up. Allow ¥10,000 per rank point, increasing to ¥50,000 per rank point when the total reaches 10 (a **Gold Card**), and ¥100,000 when it reaches 20 (a **Platinum Card**). Cards use a PIN and fingerprint security check, and receipts will be scrutinized by the accounts division later, so be careful! Up to one-quarter of the account may be converted to cash for bribes, shady deals etc. The referee is recommended to keep a running total of expenses throughout the game, replenishing the account at the end of the mission. Equipment bought must be returned at the end of the mission, consumables such as drugs cannot be purchased. They zaibatsu wants its money back. Referee must adjudicate such things as LAWs, Self Defence Sprays and Guided Missiles etc.

# 3 COMBAT

It is a fact of life that combat in 2030 Tokyo happens frighteningly frequently. And more than not, the street samurai of the zaibatsu are either dishing it out or soaking it up depending on the corporate policies of that particular day. Because of this, accuracy and detail are generally held back at the expense of speed of play. Every combat should be a furious few minutes of action with exploding concrete, bullets everywhere, shattering plexiglass, shrapnel and gunsmoke! The faster the combat is run the more atmospheric it will feel. Remember, this is not a wargame – get combat over with before the players realize almost what's going on. Just like the real thing ...

## GET IT STARTED

In one smooth move Bosatsu pulled the autopistol from its holster beneath his white Ginza suit. He grabbed the guy's jacket and thrust the muzzle roughly up against his forehead. "You wanna play games? Then play with this! You're gonna love it – a 10mm jacketed flat-nose round that's gonna punch a hole in the back of your head the size of my fist and suck out what passes for a brain!" The man exhaled sharply. "Good – now tell me where I can find Kiroshi ..."

All combat takes place in 10 second combat "rounds" and is practically **simultaneous**. Hand-to-hand combat goes first, followed by gunfire, and lastly, by movement. Characters can walk 10m or run 20m per round (half that if performing some action). If two characters shoot at each other and hit, they are both wounded and fall over. Clever killers use tactics to get around this rule. The most often used is the ambush.



### AMBUSHING

Try lying in wait for your target and opening fire when your victim shows up. Your target can make an Awareness roll to spot you. He gets +2 to spot you if you do not have the Stealth skill, and a -2 if you are hiding in a dark or well concealed place. If successful, you get a full free round of combat with which to pour as much flying metal into your victim as possible. Chances are he's got to pull a weapon as well so you may even get two free rounds of combat. An ambushed target can duck into cover while pulling a gun, but neither count for this free round.

### FIREARM FACTS OF LIFE

To hit someone, roll equal to or under the relevant weapon skill. Apply these modifiers:

If target OVER Range	-2
If target in COVER	-2
If shooting pointblank	+3
If firing beehives UNDER range	+1

NOTE: Successful rolls with a "doubles" result is a critical hit! The player increases the damage inflicted by one level.

## AMMUNITION

To simplify book-keeping and keep combat fast-paced and breathless, ignore ammunition supplies. What?! Honest, it works fine, just assume that these toughened street hombres carry whatever ammo they need for the job in hand, and scavenge more when they need it. Only on a fumble roll will the gun go "click" and the agent start panicking. If that was his first shot, then his gun jammed. Now instead of people counting off bullets, you have lots of dramatic gun jams and really panicky moments! Ammo values for weapons have still been included on the Weapon Table for completeness.

## DRAWING A GUN

A gun that is slung or holstered will take a full round to draw before use. You can move, duck or whatever while doing so. The skill *laijutsu* allows the use of a holstered gun immediately.

## "BUSTING CAPS"

Full automatic fire, in **ZAIBATSU**, is expressed as a five-round burst of gunfire. This gives the firer *one* extra attack roll to use on the same target. Alternatively, this second attack roll can be used against one other target adjacent to the main target. Roll even if this adjacent target is your buddy. They are working on smart bullets, honest, but we're still waiting ...

The minigun has a twenty-round burst, which gives it *four* extra attack rolls



## COVERING A TARGET

You've made your Stealth roll and stepped out of a doorway to hold the bad-guy up with a gun. He can't pull on you, it'll take a round, and you will shoot him dead (remember that +3 for close range gunfire?). So he must pull his gun using Stealth, and then go for a round of simultaneous combat, OR make a Deceive roll and lay into you with fists and feet before you can fire. The only way to stop him is take his gun, and tie-wrap his wrists together. Note: if he fails that Stealth roll or Deceive roll, you notice in that split second and get to shoot him.

## MARTIAL ARTS

There are several very useful martial arts skills in **ZAIBATSU**. They are Karate (Offensive),

Aikido (Defensive), Nekode, Iaijutsu, Chambara and Bujutsu. But aren't these skills out-of-date when even the cheapest streetkid packs a fully automatic pistol? Not really. It takes a round to draw a gun, no time at all to punch someone. Anyone trying to fire a gun at someone who is going to punch them, must wait till the attack is made and will have his gun knocked out of his hands if hit.

Hand-to-hand attacks always go first, so if the target is within 3m (hand-to-hand range) then this is the best thing to attempt. There are five general attacks that can be chosen for a particular attack: **Strike** (punch, kick etc), **Power Strike** (powerful kick, punch etc), **Choke/Break**, **Hold** and **Throw**. For each, the player rolls 2d for 7-. If he succeeds, the character's attack succeeds. Use the following modifiers:

Basic Modifiers	
Opponent not used to fighting	+2
Character trying a power strike	- 2

OFFENSIVE MOVES/KARATE	
<i>Strike</i>	Inflicts 1 Stun on the victim.
<i>Power Strike</i>	Inflicts 2 Stuns on the victim and throws him back 1d metres

DEFENSIVE MOVES/AIKIDO	
<i>Choke/Break</i>	Difficult killing attack. The attacker makes a Strength+2 roll or loses his grip. He must make three rolls in succession to knock out and kill his victim.
<i>Hold</i>	A wrestling hold. The attacker makes a Strength+2 roll or loses his grip.
<i>Throw</i>	If successful, the attacker must make a Strength+2 roll or lose his grip (if the thrower), otherwise the victim is thrown 1d metres.

If the 2d roll indicates a failure then he is hit by a strike and suffers 1 Stun. If that failure is made up of a 'doubles' result (two-Fives, for example) then the opponent has successfully landed a *power-strike* and the character suffers 2 Stuns of damage and is knocked back 1d metres. If he hits anything on the way (like a wall) he suffers another Stun!

Use of hand weapons is resolved in exactly the same way with the skills Bujutsu (knives, chains, sticks etc) and Nekode. Typical Bujutsu weapons roll 1d on the Damage Level Table, Nekode also rolls 1d on that table. Most blades can critical (move damage up a level).

### Stuns

Any character, player or non-player, is knocked out for 3 turns as soon as he suffers 6 Stuns. He then wakes up and retains 1 Stun for one day. If knocked out again he retains 2 Stuns for a day, etc. Characters with Strength increase their Stun total by +2, with Muscle Matrix another +2.

# VEHICLES IN COMBAT

There is one vehicle skill – Stunt Drive.

## Car Chases

Stunt Driving is rolled when fleeing from or chasing another vehicle. Add a bonus depending on the speed of the vehicles involved.

Slow	-2	Tractor, Bus, 16-wheel Rig,
Fast	-	Typical Sedan Car, Dirt Bike, Powerboat
Very Fast	+2	Hovercar, Sports Car, Performance Bike

For example, if the character is chasing a guy on a Dirt Bike in a Sports Car, then he gets just +2 (for the Sports Car, no modifier for the other guy's bike).



A typical chase requires *three successive* Stunt Drive rolls in a sequence of five. Success indicates the player character has got away or caught up with his opponent and able to open fire or try a stunt to cut his opponent off. Failure means the opponent is getting away. Give the player the option of trying a very dangerous stunt to catch up, it might involve jumping a railway crossing, a raised bridge or swerving past (or under!) an articulated lorry. Be imaginative! Roll Stunt Drive. Failure means an accident (a crash) and the opponent gets away, success means the race is back on! Start the pursuit again.

## Crazy Stunts

Stunts can happen during or at the end of chases, or to avoid some horrible fate, or for one of many other reasons. Here are a few typical incidents:

- Cut-Off: Swing the car round at high speed to cut off another vehicle.
- Jump an obstacle (with a ramp).
- Swerve Around Obstacle
- Bootlegger Turn (180 degree spin)
- Reverse Bootlegger Turn (180 degree spin going in reverse)
- Two-Wheel Balance (roll each turn to continue)
- Wheelie (bikes only)
- Crazy Driving (such as stay on a sidewalk while driving 100kph!)



To carry out a stunt the player rolls Stunt Drive with a +2 bonus if it sounds reasonable enough. Failure means a crash at 40kph!

## KILLING VEHICLES

When a gunman fires at a vehicle, all he wants to know is: did I stop it? **ZAIBATSU** uses a simple system of damage accumulation that differs from the wound level system applied to characters. Enough damage inflicted on a vehicle will invariably cause the thing to explode, fitting the dynamic and colourful nature of the game. Two figures are given below for a variety of vehicles, the first is the Disable Value, the second the Destruction Value. The damage roll normally rolled for a weapon is used directly, and added to previous damage suffered by a vehicle. When this total reaches the Disable or Destruction Value then the referee should roleplay the consequences. For example, when an autopistol is used on a human, 2d is rolled on the Wound Level Table, used on a car, that 2d value is directly inflicted on the vehicle.

*Disabled vehicles* have no power, the engine cuts out and control is lost. A car crashes (allow a Stunt Drive roll to avoid!), a hover car plummets to the ground, etc. Everyone on board immediately takes 1d damage, as well as whatever damage is sustained from the crash.

*Destroyed vehicles* catastrophically explode! This means sayonara buddy! All aboard immediately suffer 6d damage, forget drive rolls – you're toast! What's left of the vehicle will quickly come to a halt.

Vehicle Damage Table		
Vehicle Type	Disable Value	Destruction Value
Tiny Vehicle ( motorcycle, droid)	10	15
Small Vehicle ( car, hovercar, MPV, powerboat)	15	20
Large Vehicle ( Truck, Hoverwagon, Jet Airliner)	20	40

### Targetting Passengers or Drivers

To hit a person onboard a vehicle, use the normal rules, with the target counted as being under cover (-2) and moving (-2). The chance is high (say 7 or less on 2d) that another person will be hit rather than the intended target (due to the difficulty of seeing the target, and of the vehicle's movement).

## THE PROS AND CONS OF STREET ARMAMENT

Here we look at what advantages certain weapons give the cyberpunk up against the wall or caught in a firefight.

## ANTIQUES

There are plenty of old guns knocking about in 21st century Tokyo, and although not especially favoured by the zaibatsu, they do have their uses.

<i>Revolvers</i>	Damage 2d	Range 25 meters
Rarely if ever jam, rugged and reliable. Can be holstered. Snub-nosed versions have range 5m but can be hidden within a pocket or ankle.		
<i>Pistols</i>	Damage 2d	Range 25 meters
Not as reliable as the revolver. Typically hold 15 shots. Can be holstered. Short-barrelled versions have range 5m but can be hidden within a pocket or sock.		
<i>Submachineguns</i>	Damage 2d	Range 100 meters
Automatic fire, two chances to hit. Concealable beneath a long coat, or beneath a jacket if the stock is kept folded (and the range reduced to 20m).		
<i>Assault Rifles</i>	Damage 2d	Range 150 meters
Automatic fire, two chances to hit. Old military rifle, cannot be concealed.		
<i>Pump Action Shotguns</i>	Damage 2d	Range 10 meters
Shoots at +1 due to multiple ball loading in each cartridge. Can be concealed beneath a long coat, or beneath a jacket if an expensive combat type with folding stock.		
<i>Double-Barrelled Shotguns</i>	Damage 2d	Range 3 meters
Shoots at +1 due to multiple ball loading in each cartridge. Both barrels can be fired inflicting a terrible 3d damage. Can be concealed beneath a jacket or in a bag.		

## AUTOPISTOLS

2030 handguns all fire caseless ammunition and all have rapid fire. They are virtual machine pistols capable of being holstered. They are very effective at short ranges. The high rate of fire of caseless ammo makes the guns very stable during autofire. Average calibre 10mm.



## BULLPUPS

The technology that shrunk the submachinegun to handgun size also shrunk the fully-automatic military rifle down to SMG size. The "bullpup" nickname comes from the layout, the magazine is behind the trigger, not in front. Bullpups fire 6mm high velocity rounds.

## FLAMERS

A popular flamethrower with a short range. Once hit, the target suffers 2d and is on fire; he must roll Agility to put it out each round or suffer 2d damage every combat round (ontop of the damage he's already sustained). The Dragon is a smaller handheld version with appalling range but excellent anti-personnel effects.

## GRENADES

These have a maximum range of 20m (40m if the thrower possesses Strength or Superarms), and if required to land in a particularly small spot must be thrown with a

successful Agility roll. A miss goes 1d x 2m wild, on 1,2 over, on 3,4 under, on 5 left, on 6 right of the target on 1d6. The fragmentation grenade inflicts 3d damage to anyone within 3m and 1d to anyone within 5m. Grenades other than Fragmentation are available:

**D-Gas** – Creates a circular cloud of radius 10m for 4rds. Victims in it make a Strength roll. Failure means the victim enters a deep sleep for 2d mins (primary effect). Success means he is just a little sleepy (-1 on actions) for 2d minutes. **Napalm** – All targets in the 3m primary burst radius suffer 2d damage from burning and almost unextinguishable liquid (it ignores all armour except Combat Armour or Second Skin). Targets are also on fire; roll Agility every round to put it out or victim suffers an additional 2d damage. In the secondary radius, out to 10m, victims get a chance to avoid the flame with an Agility+2 roll. **Smoke** – Creates a circular cloud 10m in radius for 8 rounds. Only Thermal Imagers can see through it, Cat's Eyes, Night Vision or Smart Goggles cannot. **Stun** – If used in a room or closed space, all targets suffer 6 Stuns if a Strength roll is failed. If succeeded, they suffer 1 Stun and cannot move for one round. In an open space anyone within 5m suffers 3 Stuns and cannot move for 1 rd if a Strength+2 roll is failed. If succeeded, they suffer 1 Stun.

## GRENADE LAUNCHERS

The single-shot Grenade Launcher is usable on its own or can be clipped underneath the barrel of a shoulder weapon. It is individually loaded with special 40mm grenades and has a range of 50m, use the Heavy Weapons skill, and misses go wild as normal grenades.

## LASERS

A military portable laser is the size of a modern-day assault rifle and creates a very rapid temperature change in the target causing it to explode violently. The laser includes a low-lite telescopic sight and requires a liquid-metallic suspension battery, creating a 40-megawatt pulse for one-hundredth of a second.

## MINIGUNS

A portable very-rapid fire machinegun using 5 electrically driven rotating barrels. Quite a bulky weapon with a backpack mounted 1,000 round magazine. Calibre is 6mm.

## MISSILES & LAWS

Guided missiles and unguided missiles (Light Antitank Weapons, or LAWs) are all now portable and disposable. They do more damage to people than a well-placed grenade. Their real strength is their armour-piercing high explosive warhead which devastates vehicles and heavily armoured or well emplaced structures. One full combat round must be spent in preparing and aiming the launcher. The guided missile has +3 to hit, the LAW no bonus and once fired the firer can dump either launcher and make his getaway. Both inflict 6d damage to anyone within the primary burst radius of 3m and 1d to anyone within 10m. A miss goes 1d x 5m wild, on 1,2 over, on 3,4 under, on 5 left, on 6 right of the target on 1d6.

## RIOTGUNS

Forget shotguns, they're just **so** old-fashioned. Retro, man. Today's riotgun is a bullpup design, with a box magazine, and its caseless ammo has several different possible loadings! Normal steel shot has been replaced by a swarm of finned needle projectiles called beehives. Riotpistols are similar to Riotguns, but have only a quarter of the range (5m if beehive, 3m if explosive, for example).

**Beehive** – Range 20m (Riotgun), 5m (Riot Pistol), +1 to hit if victim within range, damage is 2d. Named after the sound the rounds make in flight. **Azide (High Explosive)** – Single heavy explosive bullet doing 3d damage, range 10m (Riotgun), 3m (Riot Pistol). **Tranq** – This knock-out round does no damage of itself. The victim must roll Strength or is paralysed, and knocked out in 1 round for 2d minutes. A successful roll indicates drowsiness (-2 on actions) for 2d mins. Range 20m (Riotgun), range 5m (Riot Pistol). **Tungsten Core** – An armour piercing solid slug doing 2d damage. Its range is 20m (Riotgun), 5m (Riot Pistol), and it ignores all armour. It is also very effective against vehicles and gives +1 on the damage roll when killing vehicles.

## SMARTGUNS

A robotic tripod-mounted sentry gun with built-in radar scanner. This scans 90 degrees ahead of the weapon and opens fire on any target not wearing a "friendly" ID badge (you get 24 with the gun). It includes an ammunition hopper feed of 150 6mm rounds and requires someone with Robotics to set it up. Chaff grenades (¥4,000) are sometimes available that confuse the smartgun radar on 10-. The weapon then fires at -3 for 3 rounds.

Weapon Table				
Weapon	Wound	Range	Magazine	Notes
Autopistol	2d	10m	4 bursts	2 x attack rolls
Bullpup	2d	150m	10 bursts	2 x attack rolls
Dragon	2d	4m	4 bursts	2 x attack rolls
Flamer	2d	8m	8 bursts	2 x attack rolls
Smartgun	2d	100m	30 bursts	2 x attack rolls
Grenade Launcher	Varies	100m	1 shot	See text
Guided Missile	6d	2,000m	-	+3 To Hit
Laser	3d	500m	20 shots	-
LAW	6d	100m	-	-
Minigun	2d	180m	50 bursts	5 x attack rolls
Riotpistol	-	-	5 shots	-
Azide	3d	3m	-	High Explosive
Beehive	2d	5m	-	Finned Darts
Tranq	Strength Roll	5m	-	2d Minutes Knockout
Tungsten Core	2d	5m	-	Ignores Armour
Riotgun	-	-	10 shots	-
Azide	3d	10m	-	High Explosive
Beehive	2d	20m	-	Finned Darts
Tranq	Strength Roll	20m	-	2d Minutes Knockout
Tungsten Core	2d	20m	-	Ignores Armour
Combat Knife	1d	-	-	-
Nunchaku	1d	-	-	Cannot critical
Katana	1d	-	-	-
Fighting Chain	1d	-	-	Cannot critical, able to entangle (as hold)

## A SAMPLE OF GUNS

*Pistols* – SIG P226, Heckler & Koch P7K3, Cholon .22 Streetfighter, Walther 9mm Enforcer

*Revolvers* – Colt Python, Smith & Wesson .408, Ruger .357 Combat

*SMGs* – Ingram MAC10, H&K MP5SD, Steyr AUG 9mm, ARES 9mm Folding, AKR

*Assault Rifles* – M16A3, Steyr AUG, Heckler & Koch G3, AK-47, AK-74, FA MAS

*Pump Action Shotguns* – Mossberg M500, Remington 870, SPAS-12

*Autopistol* – Ultra Uzi, Ingram MAC12, Heckler & Koch MP500K,

*Riotpistol* – Lansing Flechette F2000, Colt Advanced Sidearm Project (ASP)

*Riotgun* – Smith & Wesson M901 Riotgun, Pancor Jackhammer Mark 6

*Bullpup* – Heckler & Koch G18, FN P90, Intech T20

*Dragon* – ARES Dragon

*Flamer* – ARES IC7

*Grenade Launcher* – Intech 40mm GP Launcher

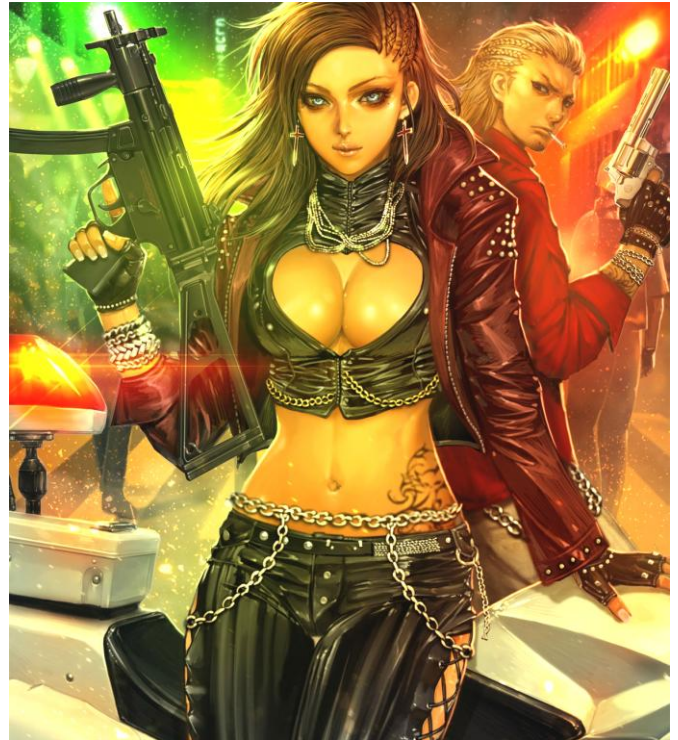
*Laser* – Steiner-Optic 9 40MW Combat Laser

*Smartgun* – Shinobizawa AI-120 Firefly

*Minigun* – General Dynamics 202 Gatling

*LAW* – Grumman 70mm Viper, ARMBRUST 67mm Recoilless

*Guided Missile* – Hitachi SADAR, Dassault M460 Self-Guiding



## DAMAGE & WOUNDING

When a character is hit by a gun or other weapon, the relevant damage is rolled (1d, 2d etc) and checked on the Damage Level Table. This describes in detail the effects of each damage level. Note that a successful hit with a 'doubles' result indicates the damage suffered should be increased to the next level. Armour (flak jackets, concealable kevlar vest or subdermal armour) counteracts this last effect. Characters who take two Wounds are Dying. Also a Dying character who suffers a Wound or another Dying dies immediately.

**Stuns** : Any character, player or non-player, is knocked out for 3 turns as soon as he suffers 6 Stuns. He then wakes up and retains 1 Stun for one day. If knocked out again he retains 2 Stuns for a day, etc. Characters with Strength increase their Stun total by +2, with Muscle Matrix another +2. Yag provides a further 4 Stuns if required!

Damage Table		
2d	Effect	
1-3	Stun	Dizzy and bleeding. Six stuns received in the same fight results in unconsciousness for three turns.
4-8	Wound	Fall over, and inactive for 2 rounds. Minus 2 all actions till healed. Character will suffer another Wound every half hour unless Willpower rolled. Two Wounds results in Dying.
9-13	Dying	Semiconscious and close to death, the character must make a Willpower roll every minute or die. A "double" result means he can get up and stagger around while he dies.
14+	Dead	Nuff said.

## IF YOU'RE NOT DEAD, WHAT ARE YOU?

### Wound

To prevent a Wound becoming worse, make a Meditech roll within half an hour (+2 if using a good medikit). To cure it permanently and get rid of the -2 penalty, the character usually needs surgery and 2 weeks rest..

### Dying

To prevent a Dying character from meeting his venerable ancestors, a Meditech -2 roll must succeed, try the roll each minute(+2 if using a good medikit). It must, however, be rerolled after each hour until surgery is available. With emergency surgery in a fully-equipped operating theatre, the character will not die, and needs one months rest to recover.

### Dead

If the body and brain are generally intact, 21st century doctors can revive the dead! A Meditech-2 roll on the spot within 2d minutes of death (with a Trauma Unit, ¥200,000) brings the character up to the state of just "Dying".

## HIGH-VELOCITY FULL-BODY IMPACTS

Put another way, accidents...

<b>Vehicle Crash</b>	< 20 kph	21-40 kph	41 - 60 kph	61 - 80 kph	80+ kph
<b>Falling</b>	4 - 8 m	9 - 15 m	16 - 30 m	31 - 60 m	60+ m
<b>Wound Level</b>	1d+1	2d+2	3d+3	4d+4	5d+5

# 4 TECHNOLOGY

## CLONING

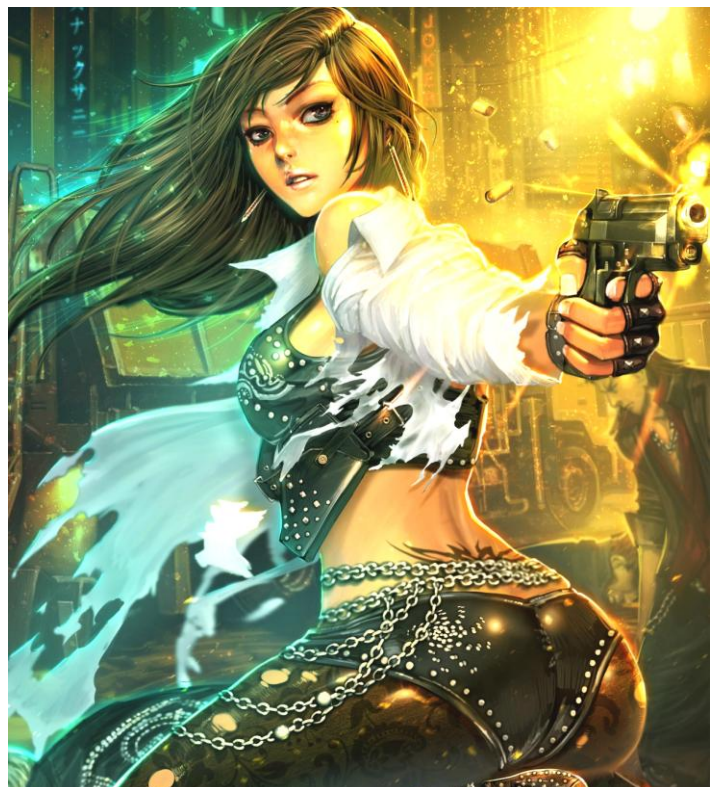
Led by Makita Genetics, this industry has taken off like no other, and an entirely new way of looking at life has been invented by the Japanese. Immortality has been discovered, through the perpetual cloning of one's own body and the transfer of one's own living memories into the new, virile body. It is quite legal to purchase a Clone Insurance Policy of ¥20,000 per month. It involves visiting the genetics company and providing a tissue sample for cloning when the customer dies. He also provides a memory recording, costing ¥500,000 which is kept in a Superconducting Memory Unit (SMU). These are bulky machines kept in subzero basements that always self-erase whenever they play someone's memories into their clone body.

When a customer dies, the company picks up his body (or head at the very least) and takes a last recording of the corpse's memories for implanting into the clone that is now force-grown. Growing a clone takes one week, requires a valid death certificate (to prevent cloning someone still alive – a gross criminal act) and costs the patient ¥10,000,000. The new clone is the original person in Japanese law.

A force-grown clone that does not have a memory transferred into it is *illegal!* The clone has no memories at all, no emotions, and is psychologically unstable. It creates its own emotional reactions that can be very dangerous. Memory-less clones are called Replicants. Some genetic engineers have used recombinant DNA techniques (similar to retrogenics, but carried out at the foetal stage) to create "superclones". These replicants have undergone terrible misuse, as assassins, workers and even prostitutes.

## COMPUTERS

Still silicon-based and using RAM smartcards as a storage medium. The Network is accessed via modem as today, and can reach almost anywhere. There are computer systems, bulletin boards and databases. Most telephone boxes have simple terminals to allow access to public databases and bulletin boards (and a hard copy afterwards). The Network is accessed via the consensual hallucination of what is termed cyberspace, a 3D virtual world of data and information storage used by the globe's business world. Software is often burned onto silicon boards and jacked into the deck. These software cases resemble heavy-duty plastic cassettes covered with warning decals and logos.



# ROBOTS

There are three basic types of robot; the Cyborg-101 (or "Terminator"), Cyborg-120 and the Drone.

## Drones

Drones are multi-tasking (2 x technical skills) robots of human size but shorter and squatter. Costs ¥1,000,000. Missiles will destroy them, smallarms will halt on a 5 or 6. Most MPVs are able to carry a drone in special drone adaptations. Many have been designed with some piece of technology in mind: an Autoarm, a Thermal Imager for rescue work, a Smartgun for security work etc.



## Autoarms

These are found on some Terminators, building mechanisms, drones, machines and dropships. Telescoping out to 8 metres these mechanical arms end in a strong grappling hand. They can strike as if skilled (most commonly as 7- attacking much like a gun) and they inflict 2 Stuns (they can score critical hits), but they can also try to hold, choke or disarm an opponent.

## Cyborgs

Cyborgs are now in use in Japan and elsewhere (see Transdyne Cybersystems). Two of the most popular models are described below. They are fully aware thinking androids capable of independent thought.

## TDS Model 101 – Cyborg

Model 101 cyborgs have 120 hit points. When they suffer damage, reduce this total by the damage rolled (2d for bullets, 6d for rockets etc) rather than roll on the Damage Level Table. At 40 points a lot of the human skin covering is torn and missing – they look more like men-machines.

*Skills* : All Firearms skills, Bujutsu, Iaijutsu, Offensive and Defensive Martial Arts at +2, Strength +4, Demolitions, Heavy Weapons, Take Aim, Stunt Drive, and Hover Car.

*Cybernetics* : Equivalent to Retrogenics and include Superarms, Superlegs, Mimicry, Cat's-Eyes, Ambidextrous, and Parabolic Hearing. The Model 101 does have a biological outer skin that makes it appear human, but no personality programming and the fair size of the model mean the disguise is easy to spot. Roll Body Language or Technology to spot the cyborg. Nicknamed "Terminators".



## TDS Model 120 – Cyborg

Model 120 cyborgs have 20 hit points. When they suffer damage, reduce this total by the damage rolled (2d for bullpups, 6d for rockets etc) rather than roll on the Damage Level Table. At 5 points alot of the human skin covering is torn and missing.

*Skills* : Strength, Technology, Cyberspace, Demolitions, Stunt Driving, Hover Car, Meditech, Com–Tech, Counter–Security.

*Cybernetics* : Equivalent to Retrogenics and include Ambidextrous and Eidetic Memory. The Model 120 is designed to work with and get along with humans. It has extensive AI personality programming. It is very difficult to tell a Model 120 from a human if the 120 is "undercover". Virtually all 120s are wired for non–violence and group loyalty. Roll Body Language –2 or Technology –2 to spot the cyborg.

## INFORMATION

### DATAPAGE

Fax machine that receives selected news items for a household's preference. DIY newspaper/magazine. Can also be found in copy shops and Post Offices. Most popular Japanese Data Page is 'Asahi Shimbun'.

### HYPertext

A descendant of Teletext and TV, hypertext is cabled or satellite–linked to each house, and is a massive information library with a free form layout. A hypertext console can fax off a hardcopy and accept prewritten smartcards that can be read as a video–book on TV. The media "underground" uses word processors and laser printers to self–publish (called samizdat). E–Mail equivalent is called samizdata, published on bulletin boards. There are also pirate TV stations in Japan. TV is DIY, thousands of options are available and changing all the time, you select what you want to see, soap operas (with emphasis on your favourite character or plotline), documentaries, exposees, news, lifestyle, whatever. All the time with pull down menus, support text, notes and datafiles that expand the subject as you see fit. It is the first level of cyberspace.

The most famous of all video presenters is a lovely, delicious, sexy, charming, sweet young lady called **Lisa Lao**. She is the young and bright presenter of various NHK shows, especially youth, fashion and gossip. A veritable super model with a 'girl next door' image. In her early days, however, she was involved in simstim porn (surely rumour, not fact!!)

## MEDICINE

Medtech in 2030 is very advanced. When a patient requires a new liver, arm, eye, lung etc, it is force–grown in a lab using a test cell sample from the victim, or more commonly for the average worker – taken from one of many organ banks. This is done within a week and is subsumed within the emergency surgery in the Damage and Wounding section. Advanced retrogenic treatments are also available (see later on this chapter). Cosmetic surgery (face change) is available, costing ¥50,000 that enhance a person's appearance. Further operations can totally disguise a character's identity. Designer drugs are also detailed on

further on this chapter. Full-body reconstruction is also possible. A totally wrecked body with an intact brain can be reconstructed and rebuilt. The brain must first be salvageable (see Dead in the combat rules). The full reconstruction takes several months and involves buying new organs, and growing fresh skin. He may end up looking totally different. Cost: ¥1,000,000.

The best place for any medical treatment is Chiba City. In Chiba the surgeons and geneticists of Haruna, Makita, and a score of other smaller companies can work miracles.

## MEDICAL DRUGS

Various medical drugs are being manufactured in 2030 Tokyo. Some have game use – others are useful only as black-market commodities, stolen or fenced by hustlers and dealers. These drugs often originate from the Chiba clinics. Use the list of 'trade' drugs below to give your black-market deals Gibsonesque realism. The drugs that follow fetch just as high a price in 2030 as heroin does today. Assume three quality or rarity grades, 1, 2 & 3, with prices of ¥2000, ¥8000 and ¥20,000 respectively. Each dose is carried within vacuum sealed phials packed into foam-filled boxes mounting 6 phials each.

- Aminoglycosides (antibiotic)
- Antimetabolites (anti-cancer)
- Cotrimoxazole (antibacterial)
- Corticosteroids (immunosuppressants)
- Cytotoxic Antibiotics (anti-cancer)
- Idoxuridine (antiviral)
- Sulphacetamide (antibacterial)
- Sympathomemetic (neurtransmitter stimulant)
- Synthetic Thyroxine (thyroid imbalances)
- Tetracyclines (antibiotic)

There are more useful drugs available for the street samurai. The person administering the drug must roll his Meditech+3 skill or less for successful use of the drug. Failure means a problem, commonly the drug wears off way too quickly, is a weaker form and does not work properly, or, if there is a side effect, will trigger it.

### Aspedine

Prevents intoxication via alcohol, useful on missions where social drinking must take place. After such a night, most people will be at -3 on all actions. Aspedine ensures an agent stays fully alert. Cost ¥3,000.

### Benzoditropolene

This is a universal anti-toxin, that is effective against most poisons and nerve agents. On a 2d roll of 4- it may even work against a more obscure poison. Works within one minute, arresting the poison's effects. Recovery then begins as normal. Cost ¥20,000.



### **Korteline**

High energy drug allowing an 8-hour sleep period to be missed without the usual -3 penalty. A potential side effect (see Designer Drugs) is a deep depression (-1 all actions and no chance of risky action) for 1D3 hours following that time. On an 8- this can act as a counter to the slowing down effect of D-Gas. ¥5,000.

### **Polypheronol-Z**

Polypheronol-Z is a hallucinogenic drug that drowns the patient in pretty colours, emotional warmth and psychedelic trips. Used by psychosurgeons to unravel a patient's deep-rooted problems. The drug has recently been used by zaibatsu snatch squads as a truth serum. A single dose will result in one hour of "truth" (often garbled with an awful lot of crap) as the patient talks in his post-hypnotic, auto-suggestive state of mind. This is followed by 1-6 hours of unconsciousness.

One effective method of gaming the use of this drug is to not tell the player what has been injected, and keep him separate from the other players. As he hallucinates, feed him a completely fabricated version of events, allow him to run around, try and escape, and more importantly, interact with his interrogators. Everything said really occurs, all the rest is hallucinated. Usually the player will give away lots of clues during his 'virtual freedom'. When it wears off he will realize he is still strapped to a chair full of Polyphenerol-Z. A dose of PPZ costs ¥10,000.

## **DESIGNER DRUGS**

Synapse scientists and psychopharmacologists of the zaibatsu have marketed many forms of designer drugs, some only available by prescription but used by street samurai and criminals for their own uses. When a character takes a drug, roll 2d for a side-effect on 10 or more. See the individual drug descriptions for more information.

### **Delta-14**

Chemical warfare toxin causing 2d damage if a Strength roll is made, and causing death if failed. Time it takes varies with delivery method, but an aerosol delivery typically works in 1-3 rounds. ¥40,000.

### **Endorphin (Synthetic Endorphin Analog)**

This pain inhibitor cancels any penalties suffered from wounds as well as shrugging of unconsciousness for 1 hour. It can be taken as a precaution. The "dorph's" side effect is a one hour nervous attack instead of the drug's effects. This gives the PC a -1 on all physical actions. If a second roll of 7 - is failed, the nervous attack occurs *daily* (avoidable only if endorphin is taken at the start of that day). Cost ¥3,000.

### **ACE (Angiotensin-Converting Enzyme Inhibitor)**

This vasodilator drug is can be taken as a tablet and opens up the blood vessels giving a sudden rush of physical energy and a rapid high. The effect lasts for half an hour, giving the

PC +1 on any physical action or social task. Side effect is a bout of nausea, dizziness (-2 all actions) lasting for an hour that takes effect instead of the high. If a second roll of 10- is failed he blacks-out and suffers 1d damage. ¥2,000



### Smart Drug (Betaseratonin)

This gives the user +1 on his technical or highly mental skills for 1-3 hours. The side effect is "neuron misfire", the character is in a trance, and must make a second roll of 7 - on 2d or suffer a similar event on a *daily* basis (avoidable only if betaseratonin is taken at the start of that day). Cost ¥4,000.

### Social Drug (Pheromone-X)

This is a mood relaxant that gives +1 to all social Skills (for 1-3 hours) involving personal interaction. The side effect is dulled senses and tiredness (-3 on all hearing and vision rolls). He must make a second roll of 7 - on 2d or suffer a similar event on a *daily* basis (avoidable only if social drug is taken at the start of that day). ¥1,000.

### Speed (Dexamphetamine)

Or just 'dex', this amphetamine, a central nervous stimulant, provides a tremendous boost. Taken as a small pink octagonal tablet. Gain +2 to carry out any act or task that does *not* require calm, careful concentration. This may include athletic moves, combat or kicking down a door for example. It lasts half an hour. No concentration allowed. Side effect is 'high' that lasts only 5 minutes followed by a bout of nervous exhaustion, all actions at -2 for a couple of hours. He must make a second roll of 7 - on 2d or suffer a similar event on a *daily* basis (avoidable only if social drug is taken at the start of that day). ¥5,000

### Speedball (Demerol)

This mix of cocaine and meperidine is a central nervous drug that is used as a violent combat drug. It gives the agent +2 on any hand-to-hand combat and physical actions, and cancels out all penalties from wounds sustained as well potential unconsciousness. The user is a cold-blooded killer with no chance of success in his social skills. The side effect of speedball is catatonic fear, during which the character cowers in fear. The drug (or side effect) lasts one hour. A second roll of 7- prevents a character from having *daily* attacks (avoidable only if speedball is taken at the start of that day). Cost ¥8,000.

### Virax-B

A tranquilizer inducing paralysis. Victim rolls Strength or is paralysed in 1 round for 2d mins. A successful roll means slowness and clumsiness (-2 on actions) for 2d mins. ¥2,000.

## Yag (Hyperdexamine)

This improves Strength by +4 for half an hour. Side effects are a violent rage in which the character vents his rage on a person, thing, friend etc, as the drug wears off. Roll a saving throw of 7- as well, or suffer a violent rage *daily* unless a fix of yag is taken early that day. Cost ¥2,000.

## SECURITY & COUNTERSECURITY

In a world where information is guarded as well as possessions, zaibatsu factories, labs and offices have become fortresses. Samurai will find themselves breaking into no end of secure buildings, and these brief guidelines should be of help to the referee in such circumstances. Security measures are rated as either:

0	No Security	No doormen, no cameras, no checks. Freedom and anonymity. Typically: a street market or park.
1	Low Security	A camera takes pictures at frequent intervals (every 10 seconds). No doorman, no checks. Typically: a cafe, bar or typical restaurant, or shop.
2	High Security	Cameras are installed at the entrance and other sensitive areas, and doormen check visitors for guns and knives using detectors. Alarmed windows, lifts often have cameras. Typical: A trendy nightclub, upmarket restaurant, expensive hotel, corporate office block.
3	Maximum Security	Full video surveillance, doormen use a walk-through X-Ray machine to check for concealed weapons. All visitors must check in and out (usually wearing a broadcasting ID badge) or if a club or bar, for example, must gain membership with a credit check. Shatterproof windows, lifts have cameras and some floors may require ID checks. Typical: airport terminal, any zaibatsu HQ or sensitive zaibatsu complex.

### Cameras

Cameras cannot be watched 24 hours a day, and are therefore hooked up to a video recorder. A character may be able to get away with being visible to a guard scanning several monitors. For a *permanent system malfunction* (such as disabling the camera) or blatant video evidence (such as a dead guard lying in a corridor) roll 9- every 5 minutes for it to be detected. For *fleeting system malfunction* or video evidence (such as shooting someone in front of a camera, but pulling the body out of the way) roll 6- once only, to spot. Players can roll Counter-Security+2 to spot a particular camera before their agents are seen by it.



## Avoiding Foot Patrols

Make a Stealth roll to move around the inside of a compound or to climb a fence unseen. The first column on the table below is used if the character is attempting a random penetration, the second is if he is using a watch or rota to time the foot patrols. The time-factor is how long-apart the patrols are. Crossing floodlit area at night means that the character will probably be visible to cameras or foot patrols

Level of Security	Frequency	Stealth Modifier	
		Random	Timed
1 Low Security	30 minutes	+2	+3
2 High Security	10 minutes	-	+2
3 Maximum Security	2 minutes	-2	-

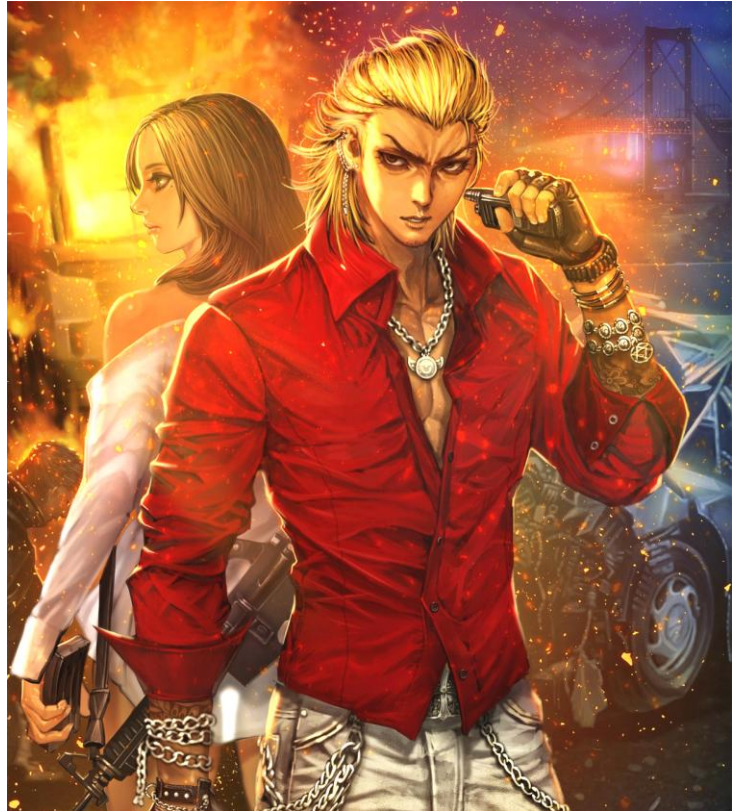
## Locks

A single building will often have different security classifications for different areas within it. Give a building a single security rating and use the following lock types at the stated locations within, the modifier for using Counter-Security skill to break in is given at the side of each location type. Mechanical locks can be cracked with improvised tools at -2. Others always require dedicated cardlock decryptors kits. Each attempt requires 5 minutes, gets more and more difficult (-1 each time) and a critical failure indicates that an alarm is activated. Three failures in a row either jams the door lock mechanism or destroys the lock.

<i>No Security Building</i>	Exterior	Tough Mechanical Lock (C-Security)
	Interior	Simple Mechanical Lock (C-Security+2)
	Secure	Tough Mechanical or Card Lock (C-Security)
<i>Low Security Building</i>	Exterior	Card Lock (C-Security-2)
	Interior	Card Lock (C-Security)
	Secure	Card Lock (C-Security-2)
<i>High Security Building</i>	Exterior	Voice/Retina lock (C-Security - 4)
	Interior	Card Lock (C-Security)
	Secure	Voice/Retina Lock (C-Security - 4)
<i>Maximum Security Building</i>	Exterior	Voice/Retina lock (C-Security - 2)
	Interior	Card Lock (C-Security)
	Secure	Voice/Retina Lock (C-Security - 2)

## SIMSTIM

"Simulated Stimuli", the recording of bodily sensations (touch, sight, hearing, taste) by wiring up a person with a Simstim Rig jacked into their neurological system. This transmits to a Simstim Editor, the operator edits the transmission via a trode set to create a simstim show. This is broadcast (popular channel is 'Tunnel Vision') or sold for home use (on a Simstim Deck) as entertainment. Zero-G gymnastics, war zones, subaquas, flying a plane, sex, whatever, can be recorded from the participants viewpoint and played back by you at home. Now you are doing these dangerous, expensive or exotic things; at least it feels like you... The two greatest names to come out of Shibuya and hit the Japanese (and thus global) audiences are:



### **Katsura**

Professional simstim star aged 30. An athlete and fitness expert with a huge audience, she is one of the most popular simstim stars on the globe. Clean-cut, open and refreshingly honest.

### **Makarov**

While many women are attracted to the healthy and sensual exploits of Katsura, most men prefer the rugged and exciting adventures of Makarov, Russo-Japanese superstar. His explosive and ultra-violent simstim and video is popular world-wide. He is aged 43, big, well muscled, with piercing amber Zeiss-Nikkon eyes. In reality Makarov was actually a Russian commando who switched sides during the Karafuto Conflict of 2010.

## TRANSPORT

Japan uses the Tanegashima Space Centre as a rocket launch facility. This is an island south of Honshu: centre of NASDA's (National Space Development Agency of Japan) operations. NASDA also uses orbital catapults on Tanegashima and the Philippines and works closely with the zaibatsu, giving them launch opportunities and a service much like a bridge or airport. The largest space zaibatsu is Koji-Akita; and it has the Tashiro Test Facility in Akiro Prefecture, 500km north of Tokyo. NASDA operates the Nippon Orbital Habitat which is serviced by Mitsubishi H-23 Rockets carrying small space shuttles. Yokohama spaceport has a 6km runway jutting into the bay that serves supersonic planes and space shuttles, as well as spaceplanes.

Many car drivers opt to transfer to the Subway at the city's bustling outskirts. The rich can afford to buy jump jets. These hovercars use ducted turbo fans to land on top of buildings. Apartment blocks, shopping centres, office blocks and supermarkets are installing hoverpads more frequently. Most are 4 or 5 seater "hovercars", but larger utility hover wagons (H-Wagons or dropships) are also used by the police, military and by corporations. First used by Japanese troops in Korea in 2025. The last 5 years have seen a boom in personal hovercar use.

## RETROGENICS

Retrogenics are the appliance of science: for a purpose. Dynamic genetic modifications on human beings had been possible in the Nineteen Nineties, but with the introduction of retrogenic adaptation treatment, such modifications turned men into supermen. Of course the zaibatsu that created retrogenics began using these guinea-pig supermen for their own ends. Inter-corporate war in 2030 Tokyo had a new twist.

### WHAT ARE RETROGENICS?

In 2021 a new form of life was created by Makita Genetics. Similar to a standard virus, the DNA Symbiot as it was called, was purpose-built to enter the DNA of human cells and make subtle changes to the coding. When this had been achieved the DNAs die off. From there the human cells carry-on replicating, but according to the new DNA gene pattern (whatever the DNAs was "programmed" to do). All DNAs also instruct the human cells to reproduce quickly until the adaptation is complete, much like a controlled cancer. It takes one week for a symbiot to do its job; meanwhile the patient is kept sedated. Makita and other genetic zaibatsu now advertise these retro-genics for anyone who can afford them. This is usually other zaibatsu, however. The latest zaibatsu security agents almost always have retrogenic adaptations. If they don't, they won't stand much chance against those who do. Since the player-characters are zaibatsu agents too, they'll need to choose a few retrogenics for themselves. Note that the treatments are almost impossible to reverse, but that new adaptations can be gained later on in a samurai's career. If characters want to purchase retrogenics outside of the corporate rank system, allow retrogenics to be purchased on the open market. A 5-point adaptation costs ¥500,000, a 10-point adaptation costs ¥1,000,000, a 15-point adaptation costs ¥2,000,000 and a 20-point adaptation costs ¥5,000,000.

### RETROGENIC ADAPTATIONS

#### **Ambidextrous**

(10) Self explanatory, an agent will not get the -3 penalty for using the off-hand.

#### **Amphibious**

(5) Includes gill-lung adaptations as well as fatty-layer under the skin for depth, and underwater membrane over the eyes.

#### **Animal Empathy**

(5) The PC can charm creatures (such as guard-dogs and ravenous mutated test creatures) automatically.



### **Cat's-Eyes**

(10) Night vision provided some light is available.

### **Eidetic Memory**

(5) Photographic memory. A visual memory.

### **Enhanced Respiration System**

(10) The user has a greatly improved respiratory system that can filter out the effects of harmful toxins and gases. In addition it can retain oxygen for up to 20 minutes for an inactive character, or 10 minutes for an active one. Popular with firefighters, divers and assault teams.

### **Flexibility**

(5) Double-jointed, gives +3 to climb rolls and the ability to climb into very, very tiny spaces.

### **High Pain Threshold**

(10) The PC is virtually invulnerable to pain. Ignore penalties from Wounds. However, extreme actions while suffering from an unnoticed wound will cause a further 1d damage.

### **Inner-Ear**

(5) Superb balance and co-ordination. No rolls are required for walking along narrow ropes, ledges, etc. Running does, however. Reduce distance from a fall by 3m.

### **Insect Eye**

(10) Independantly focussed eyes, able to look in two different directions! A PC can fire at two targets simultaneously (best used with Ambidextrous).

### **Macro-vision**

(5) Telescopic sight just by concentrating. The character can spot a human-sized figure up to 5km away!

### **Metabolic Accelerator**

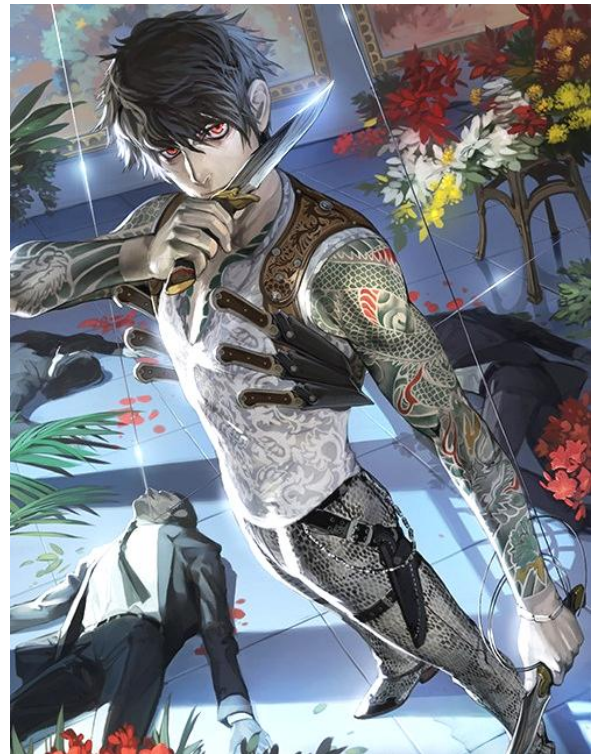
(15) Genetic-level metabolic accelerator. A radical rewire of the central nervous system, jacking up the user's physical reflexes to an almost inhuman level. Popular with hitmen who need that split second advantage. For 10 minutes, allows the user to act **twice** in every round. Note that machinery (cars, guns etc) will not act at double speed. Cannot be reused within one hour. If Wounded the acceleration will automatically shut down.

### **Metabolic Decelerator**

(5) Can reduce a character's metabolism to the minimum required for life. The character appears dead, and he will have a very distorted vision of what is going on, all in high speed. Will take twice as long to die from Wounds, will breath half as much air, etc. Willpower roll every minute to come out of this. Minimum deceleration time 1 minute.

### **Micro-vision**

(5) Microscopic vision, for checking fibres, marks or clues.



### **Mimicry**

(10) If the PC spends a minute listening he can mimic a voice, but only repeat what he heard. If he spends an hour listening to the voice and rolls 9+ he can imitate the voice in general conversation. If he fails, he must spend a day practising.

### **Muscle Matrix**

(15) Toughened tissue fibres around the body, strengthened bones and joints. Gives +4 on Strength rolls.

### **Parabolic Hearing**

(5) Can zoom in on sounds within 10m if the character concentrates, and hear things just out of the range of normal hearing, +2 on hearing Awareness rolls.

### **Pheromone Sense**

(5) Acts as a person detector out to 5m. Can also be used to identify people within 5m if the character concentrates.

### **Poison Fangs**

(10) Retractable snake-like fangs used to bite (inflicting 2 Stuns if the neck is bitten – a feat impossible during combat). Also can be filled with poison! A typical nerve poison does 2d damage if a Strength+2 roll is made, and kills if it is not.

### **Poison Immunity**

(5) Immunity from most toxins entering the bloodstream; but not acids!

### **Regeneration**

(15) An enhanced cell-regeneration system that allows an injured character to recover 6 Stuns after ten minutes, instead of an hour. It also allows a Wounded character to stave off a second Wound for two hours, not one.

### **Retractable Claws**

(10) These claws are in the human fist and can be available for use in an instant. They act as a melee weapon (1d damage) and require Nekode skill for effective use. They can score criticals.

### **Second Skin**

(10) The PC is immune to fire and napalm attacks by virtue of a second isothermic outer skin. Within minutes this skin sheds, leaving the PC stunned. A new second skin will regrow after a night's sleep.

### **Subdermal Body Armour**

(20) Toughened skin layerings and subcutaneous tissue enhancements turn skin into ballistic armour! For game purposes treat as a kevlar vest.



### Subdermal Pouch

(5) A secret subskin carry pouch for small items.

### Superarms

(10) Very strong, tough arms with strengthened muscle and bone. Allows fantastic feats of arm strength, bending and breaking, gripping and crushing. A Superarms punch is translated as a +1 bonus to hit on Power Strikes (and adds +3 to distance thrown back). But useless for lifting etc. without Muscle Matrix to back it up.

### Superlegs

(10) Allows running at double speed for 5 minutes, and jumps of double distance (6m up, 8m across with a running jump). Any kick inflicted with Superlegs is translated as a +1 bonus to hit on Power Strikes (and adds +3 to distance thrown back).



### Transmorph

(20) Major adaptation involving facial and body muscles, air sacs and follicle implants. The PC can alter his body (requires 1 minute and a mirror) to change his appearance in order to carry out a disguise to perfection. A minute is needed to copy someone, an hour or more to fool their acquaintances. Height, build, facial features, hair colour and length are all variable! Can only be kept up for 1d hours.

### Vat Grown Eyes

(5) Actually vat grown eyes that are perfectly cloned designs of vivid bright colours, with the tiny logo of the lens design (often Zeiss–Nikkon) visible in the iris as a badge of quality. Users of Zeiss–Nikkons gain a +2 bonus on all sight Awareness rolls. They also look totally cool.

### Waking Sleep

(5) The PC never has to sleep, but instead meditates for 10 minutes, nullifying the – 2 penalty for missing an 8–hour sleep period.

Simultaneously talking on the cellphone and jacked into the NHK Tokyo News in cyberspace, Bosatsu turned to face the office window and the midnight Tokyo starscape laid out below him. "Damn!" he screamed, savagely punching the Ginza–style pine table. "Why can't I rely on anyone to do a simple job?" His team had called in. One agent had accidentally blown up part of the oil terminal they were investigating and was dead, blasted into a million, zillion pieces. Another agent had been picked up by the Tokyo Tacticals and the third had survived a nighttime swim across the Sumida river after ditching all his equipment. Mission failed.

## I.D. CARDS

All Japanese citizens have an I.D. card that records birthdate, place, name and parents plus a photo and thumbprint. It is used to gain a finance card, passport, driving licence, job, etc. Zaibatsu also issue their own I.D. cards. There are retro-forged IDs (basically a modified stolen or adapted ID) and full IDs (made with a 'Goto' computer routine that is complemented by data records to verify any checks made on it).

To forge a **full I.D.**, a lot of work is done in cyberspace to create a fictional history. The forger must have both Cyberspace and Forgery skills. Allocate an icebreaker for the task, and cut the main deck (see Cyberspace section for more information) once each week for 4 weeks. If the icebreaker equals or exceeds at least one of these then the ID works. However, each one failed in addition increases the chance of the ID being flawed in some way. Buying a fictional I.D. costs ¥500,000. This new I.D. will be detected on an 12+ each time it is used, reduce this number by each draw from the main deck that overcame the icebreaker.

A stolen I.D. card can be **retroforged** very cheaply because the "history" is already there. But the risks are greater, roll 10+ on 2d for there to be a flaw. The cost of a retroforge is ¥5,000, and requires that the forger make a Forgery+2 roll, it takes just a couple of hours.

To arrange any kind of I.D. via the underworld, roll Yakuza to contact a forger; pay up-front and wait. Unless you know the outfit, roll 6+ or lose all your money to a scam! The high-tech software jockies creating these I.D.s are specialist cyberspace jockies and for a fee they can also carry out a "go-to", basically a complete life-history check of a target individual or company. Cost is ¥20,000 and time till completion is 1 day.



## CYBERSPACE

Cyberspace is a vast consensual hallucination, the virtual product of 200 million computer systems switched on and talking to each other. The network, or matrix, has a non-space existence in the minds of those users who access it. They 'see' the connections, the walls, the data, the sat-com uplinks. Every computer network is plugged into the matrix, and the dermal 'trodes used to access this vast virtual reality are able to give the user a 3D inner space view of this neon universe. A semi-transparent 3D chessboard seems to extend out into infinity. Computer systems are represented by stepped pyramids of burning data, coloured scarlet and green, there are cubes, pyramids, virtual skyscrapers.

Anyone and everyone uses cyberspace, plugging in to do their accounts, play games, check public records, shop and pay bills. All you need is a cyberspace deck. Nearly all 2030 computers are cyberspace capable, from laptop portables to desktop business machines. All machines have a number of 'spaces' for dedicated software cassettes. For many users

these include databases, expanded RAM, expensive accounting add-ons, corporate spreadsheet packages etc. For the criminal sub-culture, the military and intelligence agencies, however, these slots can be used to access a special breed of illegal custom-written programs called 'icebreakers'. These are designed to subvert the cyberspace matrix, to cut through other people's computer systems, cause chaos and havoc and steal data and information. They are illegal.

<b>Cyberdecks</b>		
Amstrad C-22	2 Spaces	¥20,000
Toshiba Paraline 3030	3 Spaces	¥50,000
Hosaka Goldstar-4	4 Spaces	¥100,000
Hitachi Netspace-5	5 Spaces	¥200,000
Ono-Sendai Cyberspace-6	6 Spaces	¥500,000

## DECKS AND NETWORKS

A cyberdeck generally has space for 2 or more icebreakers. These are represented in the game by playing cards of a set value according to their power (and the price paid for them). The player keeps a hold of these. To hack into a system, the character slots his software cassettes into the cyberdeck, attaches the 'trodes to his temples and switches ON. He is floating, along with a million others over the neon city scape that is the Tokyo-Chiba sector of the Matrix. Diving down into the starkly light canyons of raw data, a point of glowing light, he moves toward one of the big systems, glowing a rich neon green. It is the Mitsubishi Bank of Tokyo and the hacker wants to find out how much a client has in his account. The cowboy decides to attempt a penetration of the ICE. His three Icebreakers are two grade 5s and a grade 7.

There are two types or grades of cyberspace user: the **amateur** (no skill, just a deck), and the **professional** (has 'Cyberspace' skill).

<b>Software</b>	
Grade One Icebreaker	¥5000
Grade Two Icebreaker	¥7000
Grade Three Icebreaker	¥12,000
Grade Four Icebreaker	¥20,000
Grade Five Icebreaker	¥40,000
Grade Six Icebreaker	¥60,000
Grade Seven Icebreaker	¥150,000
Grade Eight Icebreaker	¥300,000
Grade Nine Icebreaker	¥600,000
Grade Ten Icebreaker	¥1,200,000

## CUTTING THE TARGET'S ICE

Most computer systems require the attacking player to correctly guess the suit of the next card off the deck (each major computer system has a special 10-card deck – a 'system deck'). This allows entry (illegal of course). Further tries are possible, with varying chances of detection based on the skill of the hacker in question.

ICE Check Table		
Attempt	Unskilled	Cyberspace Skilled
First Attempt	ICE on 'black' result	No check for ICE
Second Attempt	ICE on any 'black' result	ICE on 'spade' result
Subsequent Attempts	ICE on any 'black' result	ICE on any 'black' result

For a cowboy with the Cyberspace skill [professional], for example, the first attempt is possible at no penalty. On the second try the referee cuts the main deck – a 'spade' card will trigger the system's defences (ICE). On subsequent attempts cut the main deck each time, a 'black' card triggers the defences. The numerical value of this defence or ICE is represented by that card drawn from the main deck. To counter it the player must select one of his Icebreakers at a level equal to or greater than the threat. This cancels the ICE and keeps his presence hidden. If he fails to have a card of enough value, or runs out of cards (each is temporarily discarded after use) then the ICE has tagged him – most will crash his deck, cut him out of the Matrix for a few hours and force a new system deck to be dealt. Any used (and therefore temporarily discarded) Icebreakers suffer damage – reduce their value by 1 points permanently.

Subsystems within a system are sometimes easier to penetrate. The player need only correctly pick the *colour* of the next card in the system deck. Other systems, the big zaibatsu, military and financial systems especially, including the Mitsubishi Bank, have subsystems just as difficult to crack as the main exterior ICE. Each attempt can be assumed to take 10 minutes.

Our cowboy tries to penetrate the Mitsubishi ICE. He guesses spades. And is right! Straight into the green pyramid of data, hunting for the hot cherry red data cores of account registers. He guesses diamonds. It's hearts. He gets one more free try and tries diamonds again. It's spades. He tries a third time, this time with the chance of being tagged by ICE. He guesses hearts. It's clubs – damn! His fourth try is even more risky. He tries spades – it's clubs! He failed and a 'black' (a 9) result when the main deck is cut means he's being tagged by hostile ICE zooming up from the dark depths of the data cores – shit! The highest card we have in our cyberdeck is a '7', so we crash, cutting out of the Matrix, and the Mitsubishi deck is re-rolled so its just as hard to penetrate next time.

## SOFTWARE ROUTINES

What can you do inside a system? Input data, copy data, write to computer screens, read secret information etc. Think of what such a system might have on its computers and what kind of things an authorized person might reasonably be expected to be able to do in it. The cowboy can do those things. Nothing earth-shattering, however, just those routines only a

qualified user should be doing. These are the normal everyday things that a computer system can do, and that a hacker can emulate. **But** using his icebreakers, he can also perform amazing feats of data subversion. All icebreakers can attempt the following routines, but their success will depend purely on their grade. *All of these routines can **only be attempted** by qualified (Cyberspace skilled) professionals.*

### Bug Hunter

Set to sweep optic lines, computer and satellite channels for File Taps. When used by a cowboy it's grade is increased by 2 and is compared to that of the File Taps. If it **exceeds** that of the File Tap then it locates and cuts out that software.

### Data Heist

Data heist fools a company into believing the user has credit and sets up a monetary transfer of some kind. A very tricky manoeuvre. You could pretend to pay for airline tickets, order software via the matrix, or dump money from one person's credit into your account. Taking money from banks is most difficult since several layers of the bank's ICE (the exterior system, customer details and transfers) must be cut, each as difficult as the last. The grade of icebreaker is set by the player, and the referee cuts the main deck to determine success. The icebreaker must equal or beat the cut card. Success means he has gotten away with up to ¥50,000. More money can be stolen, but more cards must be cut and overcome:



Target Value	Cards To Beat
50,001–100,000	Two Cards
100,001–500,000	Three Cards
500,001–1,000,000	Four Cards
1,000,001–5,000,000	Five Cards
5,000,001–10,000,000	Six Cards

Check every attempt for ICE – which is represented by a 'spade'.

### Data Trail

Used to keep tabs on someone by following their electronic trail. Purchases or other transactions, phone calls, flights, video surveillance, security procedures etc are all amalgamated. Cut a card from the main deck at the end of every day to check on discovery. If discovered a data trail requires at least 24–hours before it can be reacquired.

## File Tap

This is left within a computer system, on an optic line or satellite channel – it is a passive listening device that reports in short bursts to a predetermined node. Discovered only by use of a bug hunter. To avoid discovery the main deck is cut and the File Tap must equal or beat the card drawn. Do this every day.

## Goto

Using a seek and return strategy, Goto compiles a well-researched file on a particular person or organization (a 'precis'). If it's kicking around the matrix, Goto should find it. All common information is compiled, but the referee must determine the existence of 'secrets' or less commonly known facts or pieces of data. There may be one, two or three such pieces. Cut the main deck each time and let the Goto try and equal or overcome their value.

## Logic Bomb

This can be left behind within a system to be activated after a certain time has elapsed or upon recognition of some name or in-system signal. It causes computer chaos in a small area of the system or subsystem. Cut the main deck and check that the Logic Bomb can equal or overcome the card drawn, or it is detected.

## New Identity

See I.D. Cards, previously.



## Remote Control

This allows a cowboy to control nearby utilities. He must first jack into the matrix and activate a Remote Control, the software conducts a high-speed 3D wire-frame scan and locates all remotely controlled utilities within 50m, anything from elevators, lights, automatic doors, video screens, fountains etc. Once the Remote Control has been selected cut the main deck and check that it can equal or overcome the card drawn. Try once per turn, this is to override the local computer system and emulate its command signals. Once done the cowboy can operate utilities on that system a number of times equal to the icebreaker's grade. After that cut the main deck each time – a spade indicates hostile ICE kicking the cowboy off the sytem for 24-hours.



## Rewrite

A simple task that assigns an icebreaker to enter a file, rewriting it and altering all relevant data invisibly. It can do this very quickly, in minutes rather than the hours it would take the cowboy to do it manually. Cut the main deck and compare it to the Rewrite. If the Rewrite equals or exceeds it, the task is easy, taking seconds or just a few minutes. If not it finds it difficult and takes at least an hour to carry out. Check for ICE if this is the case – a 'spade' result will tag the cowboy.

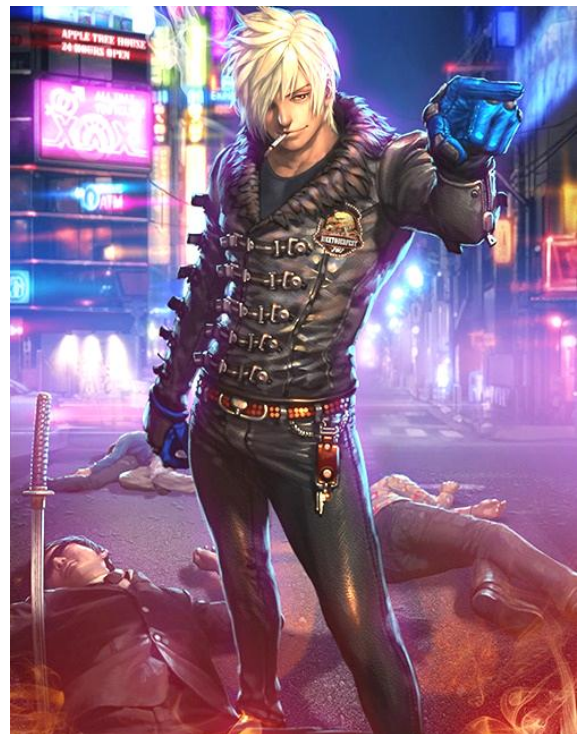
## Trapdoor

Left behind after a successful raid, the trapdoor allows instant access back in to a system or subsystem. Cut the main deck and check that the Trap Door can equal or overcome the card drawn, or it is detected. Do this for every level (or subsystem) into the computer system that the Trapdoor has been placed.

A few days later our hacker wants to try and gain membership of a hot nightclub in Tokyo. We deal 10 cards for the club's ICE. We glide into the small octagon of glowing yellow data that is the club and guess at diamonds. It's hearts. Our second guess diamonds again, is correct! We're in. There's not much here, just accounts, maintenance and membership. The orange tower of data that is the membership files is easy to access. We guess at clubs, Its diamonds. We guess clubs again. Yes! On our free attempt we're in. We decide to use our grade 7 as a Rewrite and set it working to create a membership number and details, with instructions to have a card waiting for us at the club's main desk. We cut the main deck to see if it finds this easy (instant) or hard (perhaps an hour or two's work). We get a King (alot higher than our 7). The Icebreaker takes over an hour to create a membership. Our check for ICE is a diamond – no problem.

## SUFFERING THE CONSEQUENCES

It is too difficult to properly police the Matrix. The best systems can do is locate your signal and cut you out, crashing your deck and frying your software. They also recode their ICE making it just as difficult to penetrate. Some systems use 'black ice'. Those that do are feared. On an ICE result the ICE tags your deck and overloads the feedback, paralyzing the cowboy and frying his brain. Every turn the main deck is cut, on a black he suffers a Wound. On a red he gets a chance to jack out, by comparing the value of the red card to the ICE. The red card must be at least **two higher** than the ICE to overcome it! In many cases (unless someone pulls the plug for him) this will kill a cowboy. Military systems, some cutting edge R&D facilities, the best Zurich banks, the Yakuza and Artificial Intelligences all use 'black ice'.



Since most decks use cellular modems, they are difficult to trace and since anyone can use a deck the ownership or register of a deck often means nothing. ICE, defence and deterrent

is the thing. There are ways, however, that a cowboy can be caught: if he makes an illegal transfer to his account and does not cover his tracks well enough, the bank will sooner or later detect the crime and send the Tokyo City police around to kick down his door.

## USING THE CYBERSPACE RULES

The entire concept of cyberspace is anathema to most roleplaying games, or that's how it seems. Most cyberspace computer rules are so complex that any hacking attempt takes ten minutes, a quarter of an hour, an hour ... And the rest of the players must somehow kill time while this goes on. I don't think these rules are that complex and with the use of playing cards reduce rolling dice, adding up bouses and stuff like that. The cyberspace matrix is an integral part of William Gibson's world, and in **ZAIBATSU** we want everyone to have a go. You don't even need Cyberspace skill to try to hack into a system, just a deck and guts.

Note that there is a map of the Tokyo sector of cyberspace. Allow every player to see this. All the big non-corporate systems are marked on there. Any player character can access the matrix and access such a system legitimately for basic information. Encourage this. Let the players see cyberspace as a legitimate tool. There are no dice rolls or cutting of the deck to use the matrix this way. The referee needs to decide if a particular piece of information is free or secure. Free means it is on a public free access welcome area or advertising zone on that company's system. You need to know what kind of satellite coverage NHK has? Just jack straight in and access the NHK Freesystem, because that data is in their advertising blurb. Think: public or private. If it's private then the user will need to start hacking. That gets serious. The real professionals are those with Cyberspace skill who own an Icebreaker program – absolutely essential for *real* cyberspace crime.

Remember that cyberspace is used by almost everyone, everyday. To check TV listings, to check one's account or transfer funds, to order a new sofa or send one's car back to the garage for repairs. Imagine if people were housebound and the mail didn't exist: cyberspace. To get them deeper into this virtual world of neon blocks and grids of pure light over black abyssal drops into nothingness, always have a scenario require clues to be found here in the internet. And put cyberdecks everywhere: remember almost every computer is matrix capable, office computers, laptops, ATMs, Post Office machines, Public Library Terminals, etc. Keep cyberspace trips brief and snappy, each move requires 10 minutes so it will be the hacker who is waiting for those 'real-world' players to catch up.

### Other Ways of Playing

If the idea of using playing cards does not excite you, then use a far simpler but less atmospheric version. Any cowboy wanting to make a run up against a system rolls his Cyberspace skill to get into the network with the following modifiers:

Minor Business/Low Security Network	-2
Major Business/High Security Network	-4
Military/Banking/Black ICE Network	-6

Use of Icebreakers to carry out routines is conducted the same way, just roll Cyberspace skill with a penalty depending on the target system. Rather than have the Icebreakers add their value as a modifier, simply use the value as a number of 'charges' or chances to use it, before computer technology overtakes it and renders it obsolete.

## 5 THE YAKUZA

This chapter looks at the Tokyo underworld and more specifically the Yakuza, the Japanese version of the Mafia. Following the Yakuza discussion is a section on chunin, the shadowy 'middlemen' that are independent of organized crime and other sections on the street gangs and terrorist groups operating in Tokyo.

### YAKUZA HISTORY



Organized crime is very strong in Japan and most crimes involve the Yakuza, or Japanese mob. The Yakuza families are run as efficiently as some businesses and control most vice trades and rackets, from prostitution to extortion, drugs, computer crime, gambling, burglary and loan-sharking. Neighbouring cities will have several Yakuza clans between them, and these will be co-operating, in competition or even at war. The godfather of a clan is the oyabun, and all his Yakuza will be bound by oath –of loyalty to him. When a member fails a mission and screws up, he must cut off a joint from one of his fingers as a sacrifice. The joint is offered to the oyabun, if he refuses, the gang member must kill himself, or be killed by the Yakuza! Many Yakuza are adorned with tatoos of great sophistication as a mark of rank.

The Yakuza are a significant power, traditionally associated with corruption in the Japanese government, they now compete with the zaibatsu, stealing from them, selling to them or acting as a middleman. In fact, if you were to ask the leading Yakuza oyabun what they feared, it would not be the cops, government or other Yakuza, but the zaibatsu. The Yakuza aim to get a piece of the action... and hang on.

The Yakuza originated in the dim and distant days of feudalism, but have weathered the storms of change to establish themselves as influential members of the global criminal community. They are totally unrelated to the modern Triad gangs, although they do bare a similarity in their historical origins. Like the Triad Society, the Yakuza gangs were originally folk heroes called Machiyokko (Servants of the Town) fighting the tyrannical depredations of evil landlords (daimyos), and they are first attested in surviving records from the early 1600s. A century or so later, the Yakuza gangs were operating on Japan's highways as robbers and wandering gamblers. Street peddlers became known as tekiya and traditional gamblers

became known as bakuto. A third group, gurentai (hoodlums) have only become established after World War Two. It is said that the Yakuza name is derived from a losing card combination (8, 9 and 3 – translated as 'ya – ku – sa'). Gambling provided a jumping off point for the entrepreneurial gangsters, and they were able to turn a profit from drugs and prostitution as well as various protection rackets.

Self preservation demanded that the criminals adopt the organization and code of silence that has bound many other crime syndicates together. In the initiation ceremony, the candidate swears unswerving obedience to his crime family and an exchange of sake cups is made in front of a Shinto altar. The amount of sake in the cup is determined by the candidate's status and relationship to the master of ceremonies. The secretive families owed allegiance to their family head, the oyabun, and this man had the power of life and death over any member of the group. He was almost a sinister mirror image of the daimyo who commanded an army of utterly loyal and obedient samurai warriors. The Yakuza gangsters were the oyabun's samurai, and they owed him as much loyalty. Any member who fouled up a mission or who was disgraced cut off the joint of a finger (a practice known as Yubitsume) . This mirrored the samurai's willingness to commit suicide to atone for his mistake. The Yakuza would then offer the finger joint to his master. If refused then he had no choice but to commit suicide himself. This practice has survived into the 21st century. Another survival, less painful and more popular amongst the modern gangsters, is the Yakuza penchant for tattoos – the greater the coverage the higher the rank. Obviously in keeping with the organization's secrecy, these tattoos are always concealed beneath clothing.

These customs may sound like the extreme practices of a tiny minority, but the Yakuza are a national institution, an integral part of Japanese consciousness. When the British Broadcasting Corporation tried to market their children's TV show 'Postman Pat' to the Japanese in the 1990s, they were dismayed at the result. Postman Pat was a puppet with three fingers, and the Japanese executives could not allow such a figure to be portrayed on Japanese television – with missing fingers he would be taken for Yakuza!

With the modern-day growth of business in Japan, the Yakuza have grown too. Their traditional rackets have continued unabated (and unchallenged) in cities throughout Japan. Centre of the Yakuza gambling, prostitution and pornography industries is the Kabukicho section of the Shinjuku suburb, in Tokyo. But as Japanese corporate fortunes soared, so did the Yakuza's. No other crime organization has ever matched the depth of penetration into the corporate world, and no other crime syndicate has enjoyed such immunity from prosecution. The country's largest Yakuza family, Yamaguchigumi, based in Kobe, has established its own company, Yamaki, through which it conducts its legitimate business, but there are business consultancies, art galleries and estate



agencies too, over 2,000 different business concerns. The Yamaguchigumi has a total of 750 separate gangs with a total manpower of 31,000 members. A gang war with rival Yakuza Ichiwakai in the 1990s proved to be immensely bloody and assets in the US were tapped in order to fund the war. From the US side of their operations, the Yamaguchigumi obtained a formidable arsenal of illegal weaponry, including machine-guns and rocket launchers.

Up until 1992 the syndicate was largely ignored by the government, despite its stranglehold on the underworld, and increasingly on the business world. There can be few official money-making schemes left in Japan that do not yet feel the influence of Yakuza extortion, ownership or money laundering. The National Diet, the country's parliament is heavily involved with Yakuza scams, one hundred and thirty of its members were found to be taking money from the syndicate in 1992. Control of the Japanese multinationals is usually affected through extortion. Yakuza called sokaiya become legitimate shareholders and are then entitled to attend the company's annual shareholder meetings. If a company has refused to co-operate and pay-off the gang involved, the sokaiya turn up to the meeting an cause havoc, shouting, tipping over furniture and cause a scene. For the Japanese this constitutes a serious loss of 'face' in the eyes of the other shareholders, the media and the business community, and the company often resolves to pay-up next time, rather than suffer the indignity again.



Wherever business flourished, the Yakuza followed: Taiwan, Singapore, Hong Kong, the Philippines and much of the rest of Southeast Asia. More recently the families have established themselves within the cities of the West, throughout Europe and North America. Financial investment, money laundering, corporate extortion, and the running of drugs and guns have proved profitable enterprises here in the West. But the Yakuza do not entirely divorce themselves from their roots. The expatriate Japanese community will always remain a sanctuary for the Yakuza abroad, not only is it a hiding place, but a well established well of revenue extracted from a poor immigrant population. Having fled their homeland to escape such injustices, they can only have felt despair when they found the criminals once again in their midst.

Time and again there is evidence that the large criminal syndicates co-operate. Anyone brought up solely on a diet of gangster movies may find this hard to believe. Gangsters are supposed to be violently competitive, fiercely jealous of their business empires and their rackets. This is the 2030s, however, and the age of international co-operation has reached even the criminal empires. Rather than fight for territories and rackets, the global syndicates have carved up the world into vast territories, each worked by a different organization. The Vory V Zakone (the Russian mafia), the Yakuza, the Triads, the American Mafia, the Cali Cartel, the Yardies and Sicily's La Cosa Nostra all work together in a giant global conspiracy. This is not speculation derived from rumour. It is fact, accepted (uneasily) by all of the

Western governments. Leonardo Messina, Riina's turn-coat under-boss testified to an Italian commission that the Mafia 'belonged to a world-wide structure'. Not only that, but it seems that since 2008, the Tokyo Yakuza are the default leaders of this conspiracy. There are practically no inter-syndicate killings, and no international crime wars. The Yakuza own the other criminal empires, and although they call each other 'brothers', the Yakuza are undisputedly 'big brothers'. They are the financial masters, and call all the shots. Other criminal brotherhoods sometimes fight each other just to gain Yakuza legitimization.

The 20th century Italian Judge Falcone noted that these diverse criminal brotherhoods all had humble, almost glorious beginnings, as rebels, freedom fighters and folk heroes. Created in a time of social conflict, they originally banded together with codes of silence and secrecy to fight an oppressive government or a hated occupying power. With the fight won (or abandoned) the brotherhoods were left only with their secret codes and propensity for violence. Today the huge international criminal conglomerates are violent, flexible, formally structured, incredibly wealthy and insulated from the 'powers that be'. Together they form one of the greatest threats ever posed to humanity. At no other period in human history has such an invisible, invincible covert world government ever existed. And this co-operative conspiracy has only really existed since the beginning of the 1990s ...

Today the Yakuza are equal in resources to some of the most powerful zaibatsu, and they have more power through their invisibility and unaccountability. They own huge corporations themselves, some Third World governments, space shuttles and space planes and even surveillance satellites. Like a truly vast secret society their agents working in other areas, the military, government departments and zaibatsu can act for the Yakuza, using the resources at their disposal to carry out the Yakuza's will. The Yakuza do still squabble amongst themselves, just as the directors of a corporate Board carry out infighting and back-stabbing. But they always unite to fight external threats.

*Bosatsu sat opposite the black-suited gentleman from the Yakuza. Calm, powerfully built, cool, he radiated absolute hardness. The samurai lay his case on the restaurant table and the Yakuza flipped open the lid. "All there?" he asked. "Of course ..." replied Bosatsu, "all one million yen. Now will the Yojimbo clan kindly tell me what happened to our surveillance operation in Shinjuku?". The enforcer closed the lid with a snap. "First we eat," he said. "Our blowfish is exquisite ..."*

## YAKUZA STRUCTURE

As already noted, the oyabun (also known as a kumicho, or supreme boss) sits at the head of a Yakuza crime family. Often he will have a consigliere-style senior advisor or saiko komon (equal to rank 5) with whom to discuss strategy. This advisor will himself control a number of sub-gangs. Deputizing for the oyabun on various matters of business are the underbosses (the Gashira) These control the Yakuza business and act as directors of this illegal zaibatsu. Most important are the second in command (the wakagashira) and the third in command (the shateigashira). All are heavily protected and control numerous gangs. Of less importance is the headquarters chief (so honbucho), a man who still retains some status and control over his own body of gang-members. Assisting the oyabun is an entire entourage of accountants (kaikei), advisors (komon), personal secretaries (kumicho hisho) and counsellors (shingiin), all usually equal to rank 2 without any gang ownership. All the underbosses have a couple of lieutenants each (gashira hosa) who assist and deputize for

the powerful undeboss. On the street, real power devolves to the massed army of senior bosses (shatei, or 'younger brothers') who control the syndicate's gangs. He too has a deputy. The gang bosses can number in the hundreds. In games where Yakuza rank matters (perhaps the referee is running an all-Yakuza game!) the following table should provide a guide. Note that gang numbers add up to about 500. This is for a very large family, such as Chiba, Tokyo, Kobe or Osaka. Scale this down if required.

Rank Table						
PP	Rank	Title	Office	Cash(¥)	Lifestyle	Gangs
0	0	Candidate	on trial	none	Subsistence	None
3	1	Yakuza	'made man'	50,000	LC, Cellphone	None
9	2	Wakushu	'gang deputy'	100,000	MC, Ground Car	None
18	3	Shatei	gang boss	500,000	MC, Hover Car	1
30	4	Gashira Hosa	lieutenant	5,000,000	SC, Trauma Team	+2d+8
45	5	So Honbucho	HQ chief	10,000,000	SC,PDT	+2d+8
63	6	Gashira	underboss	25 million	EC, Clone Insurance	+2d+8
84	7	Oyabun	godfather	Unlimited	EC, anything?	+2d+8

PP are Promotion Points, awarded for successfully completing hazardous Yakuza missions, proving one's loyalty or running businesses. The rank describes the rank of individual Yakuza. Street Rep is equal to Yakuza Rank +3. Any 'made man' at Rank 1 is already highly thought of, with a Rep of 4. Yakuza are awarded the cash bonuses when promotion occurs, as well as the relevant lifestyle bonuses. Cash is in Yen. Note that the Promotion Points column indicates the total number of points required for the Yakuza to be promoted.

### Lifestyle

Subsistence is average accommodation for a low-life street Yakuza. A Security Roll of 6- prevents enemies getting in. Lower Class (LC) accommodation has a Security Roll of 8-. Middle Class (MC) accommodation has a Security Roll of 9-. Senior Class (SC) accommodation has a SR of 11-, and the highest level of accommodation, Executive Class (EC) has a SR of 12-. Cellphones, ground cars and hovercars are issued to each member and will be repaired if damaged. Trauma Team coverage is an implanted transmitter that sends a distress signal via the nearest 'phone to a medical company when it registers a wound. The Trauma Team will arrive in a fully-armed dropship with paramedic facilities for an immediate medivac. Typical reaction time is 2d6+1 minutes. PDT is an implanted anti-kidnap personal data transmitter, a locator that can be activated at any time by the Yakuza. Clone Insurance is the full cover of a clone replacement in the event of death.

### Finance Cards

Each Yakuza 'gang' begins its life with an expense account and each member has an account card with which to draw money from it (under supervision of the gang leader and his deputy) for goods and services during missions. Accounts are calculated by adding the gang's combined rank total up. Allow ¥10,000 per rank point, increasing to ¥50,000 per rank point when the total reaches 10 (a **Gold Card**), and ¥100,000 when it reaches 20 (a **Platinum Card**). Cards use a PIN and fingerprint security check, and receipts will be scrutinized by the accounts division later, so be careful! Up to one-quarter of the account may be converted to

cash for bribes, shady deals etc. The referee is recommended to keep a running total of expenses throughout the game, replenishing the account at the end of the mission.

## YOJIMBO CLAN OF TOKYO

The Yojimbo-gumi (clan) is a well known, well respected and powerful organized crime family, perhaps the most powerful in Japan. Known locally as the 'Sons of the Neon Chrysanthemum' it has carved out a niche for itself in the Tokyo Bay area. All zaibatsu and the National Diet respect and fear the Yojimbo.

### OYABUN

The oyabun is Hideo Masakari a 69 year-old tough and venerable old warlord. He has survived multiple assassination attempts by the Yamaguchigumi clan in Kobe. He has an advisor and both a second and third in command (who have staffs and gangs of their own). The oyabun and his headquarters chief are based at the Palace of Contemplation building in central Shinjuku, a vast pyramidal skyscraper reminiscent of the walls of an ancient Japanese castle. An art museum sits on the 40th floor, there are offices, businesses, restaurants, flats: all owned and run by the Yojimbo. It is said that the complex continues underground to depots, workshops, training areas, dormitories and warehouses. Who knows?



### BUSINESS INTERESTS

#### Nagamasa the Demon

Underboss. Controls much of Shinjuku vice trade from nightclubs, bars, restaurants, pubs and brothels. Those he does not own pay him protection money ('taxes'). Owns many legitimate fronts for drug pushing and pornography. Kabukicho is the centre of the demon's lair. HQ is top floor of the Star Hotel in Shinjuku.

#### Burner Baku

Underboss. This ruthless killer (who earned his reputation with a flamethrower) enforces all drug supplies and smuggling throughout the rest of Tokyo. From clubs, bars, drug-houses and street-dealers. He organizes this trade (and fights with the New Honk Triads) from a swish set of clubs and bars in Roppongi. Mixes with many simstim stars and actresses. HQ is a fortified mansion in Roppongi.



## Tannuki the Surgeon

Underboss. Runs a set of clinics, surgeries and other medical businesses in western Tokyo. Also operates most of the 'black' illegal clinics offering cut-price, low-quality services and illegal body banks. Many of those not owned pay taxes to Tannuki. The Yakuza can offer almost any treatment for a price (or favour). Competition is fierce with the Chiba Yakuza who dominate the black clinics there. HQ is the Red Cross Hospital in Shinjuku.

## Ken Kannushi

Underboss. Runs several legal and financial firms in the Marunouchi business district, as well as part-ownership in several banks. These are all used for money laundering, conduits for the extortion of money or concessions from the zaibatsu, blackmail and embezzlement. His HQ is the Kogyo Bank, just over the river from the Bank of Tokyo.

## DEALING WITH THE YOJIMBO

The PCs should rarely have any impact on the structure or operations of the Yakuza. It has existed for a thousand years and cannot be easily affected. Make any attempt by the PCs to kill, swindle, blackmail or otherwise mess with the Yakuza incredibly difficult or

seriously fatal (or both). *Never* mess with the Yak. The underbosses are major, major crimelords the PCs will almost never get to meet. They are insulated by armed guards, bullet-proof limos, high-tech ultra-secure homes and offices. They have clone insurance, PDTs, and Trauma Team coverage. More likely the PCs will meet the lower-rank gang bosses, each in charge of a single operation (a bar, a drugs ring etc.) and a gang of Yakuza with which to run it. These gang bosses are still seriously hard with constant armed bodyguard protection, bulletproof hovers and a paranoia and security consciousness that far exceeds their zaibatsu equivalent: the team leader.

## CHUNIN

In medieval Japan secret gangs of ninja organized themselves much as the samurai did. At their head sat a shadowy and unknown jonin, or master. The middlemen that arranged contracts, assigned missions and communicated with the actual ninja were known as *chunin*. These chunin oversaw the day-to-day running of the ninja clan and when anyone wanted to hire the services of ninja, would have to deal directly with him. In 2030 Japan the chunin is a freelancer, a dealer and middleman who arranges underworld contracts for the zaibatsu, or for anyone who pays. He is a fixer and a shadowy businessman. He has no allegiances, only to his loyal friends and those who work under him. The chunin listed



here are Tokyo's heavyweights, with up to two dozen important contacts each. There are others but at the top of this ever-changing eco-system sit these powerful dealers. They are fixtures in Tokyo's underworld, experienced, paranoid and ever wary of upcoming rivals, vendettas and jealousies. They insulate themselves with the best security money can buy.

## **BUZEN**

Cruel and cunning businessman who excels at exploitation, blackmail and bribery.

### **Specializes In**

Guns, explosives and black tech (illegal electronics)

### **Links With**

New Honk Triads, Tokyo Dock smugglers, Tokyo police force conspiracy, several independant gangs of armed robbers and several of Tokyo's violent gang leaders.

### **Legitimate Businesses:**

*Nansing Container* – Warehousing on the river Sumida used by ships and container lorries.

*The Abattoir* – Nightclub on site of old slaughterhouse. Split level, cheap & nasty. In Sumida.

*Cheap Discount* – Cheap electrical store, a real maze in Akihabara. Workshops in attic and private booths in the back for maintenance and 'business'.

The muffled sound of sex, hard, unrelenting and desperate came from the room next door, but Sarah appeared not to notice. Bosatsu gulped down his Martini. " Look Sarah, I know you've bought these synthetic cotrimoxole samples, but I need to know who the buyer is. Your name will never come into it". She raised an eyebrow. You're always asking for something, aren't you Bosatsu. You never **give** anything. I think it's about time that changed ..."

## **SARAH MONOGATTARI**

Smooth and slick operator. Very charming, very pretty, very deadly.

### **Specializes In**

Pornography, drugs and software and wetware.

### **Links With**

Agents in Chiba clinics, vice agents in Tokyo police force, several pimps in Asakusa, several console cowboys in Asakusa.

### Legitimate Businesses:

*Fantasy Land* – Elaborate themed sex shows with dancing, bars and pool rooms. Simstim booths, private (and expensive!) rest booths also available. Prostitution in rooms upstairs.

*Nirvana* – Video and simstim arcade with a popular bar looking out over the arcade hall. Private booths available for parties and drinks, rooms in which deals are made. Workshop and office at the back.

### TOKAHARA

Rough and tough dealer. Plain speaking.

### Specializes In

Black-tech, weapons, drugs.

### Links With

Yakuza drug's underboss Burner Baku, Asakusa gang leaders and local burglars and car thieves.

### Legitimate Businesses:

*Tokahara Resyk* – Wrecking yard and recycling, workshops and garages, many for hire, parts for sale. In Sumida.

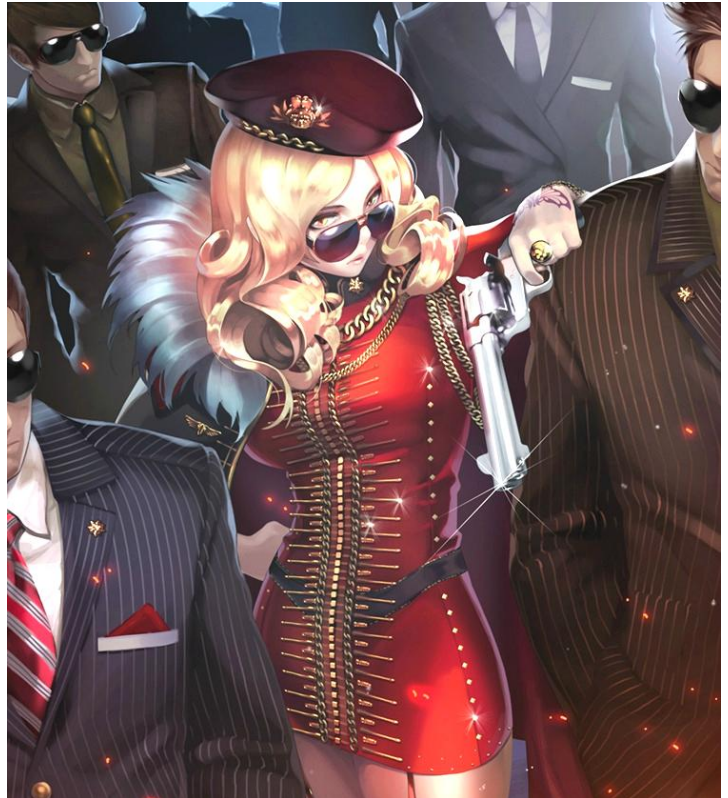
*Oasis* – Small bar in Asakusa with a room at the back for private business. Rough!

*Kamikaze Cabs* – Cab/courier firm operating from a small alley in Ueno. Opposite another Tokahara business, a frozen meat firm called *Oniku*.

*Sensei* – Martial arts dojo and fitness club over a red-lantern pub by the same name in Shinjuku. Owns both.

### VAN LUWEN ('the Dutchman')

Smart dutch dealer with impeccable dress sense and beautiful manners. But still not trustworthy. Is any chunin?



## Specializes In

Software and drugs

## Links With

Various Tokyo cowboys, various agents in the Chiba clinics, agents in all the electronics and computing zaibatsu.

## Legitimate Businesses:

*Golden Harvest* – Great club and pub full of would-be/has-been hackers, software pirates and corporate spies.

*Mikochi* – Tokyo clinic and body bank in Harakjaku (a black clinic). Trendy. Often used by the criminal fraternity who do not have Yakuza connections.

*Preview Electronic* – Cutting edge electronics and software, real new stuff, acquired through bribes, favours or theft. Sold here sometimes before it even comes out on the shelves. Part-exchange done here too. Basement is for special deals.

## STREET GANGS

### GOTHS

Black-clad, make-up wearing vampire look-alikes, the goths are a morbid lot with gaunt, ghostly figures and a terminal obsession with death and suffering, pain and suicide. They can be very violent, but if met in a relaxed atmosphere tend to just be frighteningly depressive. Into blood-rock music, dark, erotic and pessimistic synthesizer-driven music full of bass and twisted lyrics. Grungy lyrics and dark soul-searching attitudes. The goths wear black clothing, coats, boots, jackets, shirts, contrasting with pale face makeup. Many goths are well educated and hate the Punks. They get on OK (if pushed) with the other gangs. Main club is the 'Floodland' in Shibuya.



### MODERNS

The moderns have adopted the modern-day 2030 technologies as style. Their music is cyberspace -induced hallucinogenic synthesized stuff called Trance. Very transcendental.

Their main club is the 'Suborbital' in Harajuku. They wear tons of urban combat gear clashing with metallic coloured jackets or trousers/skirts. Often have crew-cuts with bizarre tails or

curls of remnant hair. Some moderns are educated and they don't particularly like to fight too much. Hate the rockerboys and punks, but don't mind the goths much.

## **PUNKS**

These are 1970's-style punk gangs. These guys are into anarchy, violence and upsetting the normal Japanese order of things. They get pleasure out of scaring or upsetting or insulting people. Most have skinheads or wildly coloured spiky or mohican hair-styles. They hang-out in live music bars and run down abandoned buildings where they get stoned and beat each other (and passers-by) up. They wear leathers and denims with chains, studs, pins etc. Preferred punk music is very heavy metal called Thrash, and the best place to hear it (and get beat up by punks) is the 'Dance Zone' in Asakusa. Punks despise all other gangs.

He'd gotten out of the Dance Zone in one piece, now Bosatsu had to get home. Shit – no problem. Then he saw three punks across the road around a small dog they'd tied to a chainlink fence. They were whooping and shouting with delight as they kicked it to death. What kind of a people are these, he thought? And I've paid some of these guys to do a job for me?

## **ROCKERBOYS**

These Fifties-throwbacks love to jive to 1950 rock n'roll music. They have plenty of denim, black leather and suede shoes, plus loads of energy and hair oil for those spectacular quiffs. They pose in Ueno park on a weekly basis. They also buy old US cars from the end of the last century. Those without cars have motorbikes, Harleys if possible. Rockerboys are totally into the American Dream, even if it never really existed. Hang out at dance clubs such as the 'Jive Metal' in Harajuku.

## **TERROR GROUPS**

### **DRAGON LORDS**

The Dragon Lords are a group of dedicated and honourable vigilantes operating in Tokyo. They claim their history can be traced back to 1328 AD when a dragon (ryu) was killed by a Yakuza oyabun (godfather) in an act of treachery. Since that time the dragon's descendants (in human form) have vowed to fight the evil and dishonourable organization of the Yakuza. Members are young, fit and dedicated. They receive their instructions when they visit the secret underground shrine dedicated to their lord Suitengu the sea kami (spirit). They are expert assassins with an almost mythical ability to infiltrate their target's lair, carry out the kill and escape. Few, if any, have ever been captured or killed. They most often act when innocent lives are at stake – they even the balance – and prefer to use katana, knives and autopistols. Subtlety is preferred over mass death and genocide!

Each Dragon Lord considers himself a part of the sacred dragon, there are only ever five Dragon Lords at one time. Each has one skill taught him by the group and a special power – is this magic, retrogenic or cyberwear? Is it truly a part of the dragon?

Lord	Skill	Power
The Teeth of the Dragon	Bujutsu.	Poison Fangs (Virax-B).
The Eyes of the Dragon	Laser.	Cat's Eyes.
The Breath of the Dragon	Flamer.	Enhanced Breathing.
The Tail of the Dragon	Bullpup.	Flexibility.
The Claws of the Dragon	Nekode.	Retractable Claws.

All Dragon Lords have the Combat Sense Talent and one Martial Art as an automatic skill. They also gain the Autopistol skill and that skill associated with their part of the dragon. Then select 3 more skills. No special costume is compulsory, although Dragon Lords tend to prefer smart suits, the very coolest, especially with this season's funkiest mirrorshades ... The group's symbol is an ancient carving of a dragon's twisting body.

## IMPERIAL RESTORATION LEAGUE (IRL)

A well-organized and fervent band of terrorists opposed to the ultra-capitalist system and democratic government dominated by the zaibatsu. It wants a return to monarchical (or imperial) rule. It devotes a great deal of time to tracing the imperial bloodline to find possible successors or candidates. The last emperor died in 2017. They love Japanese tradition and history and want full nationalization of industry and abolition of the National Diet.



The IRL operates across Japan. It is strongest in Tokyo and has about a dozen independent cells receiving orders via cyberspace. They try to follow the tents, beliefs and customs of the samurai and the cell leader is followed with blind obedience. Each member will willingly die for his cause. Methods generally revolve around bombings, shootings, rocket attacks and grandiose gestures such as poisonings and nerve gas attacks. A cell is usually given a 'hit-list' of 4 targets and an advanced payment of ¥2,000,000 with which to set up and complete 2 of those on the list. This could make a possible campaign for the player characters. Must be willing to commit seppuku (ritual suicide)! All members have cyanide capsules implanted in one of their molars which they only have to bite on. The group's symbol is the ancient symbol of a torii, or temple gateway.

## SONS OF OEDO

A highly motivated band of techno-rebels, terrorists seeking to halt and reverse the tide of technology. The movement is strong among students (and often those many graduates who were turned down by the zaibatsu when they applied for a job). The Sons of Oedo target the high-tech zaibatsu and high-tech projects. They have agents in all the technology-orientated multinationals and so have a good idea of what is going on. Funds are secured either by

embezzlement or the running of various Sons of Oedo 'new-age' religion stores dotted around Tokyo and other Japanese cities.

Being intelligent, the Sons of Oedo are ingenious in their sabotage, destruction and violence, using any and all tactics and equipment. Members will not have cybernetic or retrogenic alterations as a rule, neither will they favour high-tech gear, **but**, they are intelligent pragmatists, and if use of such things furthers the cause, then they will not flinch from employing it. A thin veneer of mysticism overlays Sons of Oedo thought, they believe in karma, the Tau and the I Ching. They are obsessed with new age mysticism and magic. No particular dress style. The group's symbol is the Yin Yang symbol with the white Yin in blood-red and not white.

The Haruna agent shone his torch across the ferro-concrete wall. The blood-red yin-yang told them both what they needed to know. *"The Sons of Oedo"*, said Bosatsu. *"More like the Sons of Weirdo ..."* joked the agent. *"You've never actually met these guys have you?"* asked Bosatsu. *"Violent, tactical, intelligent. They've out-thought our strategic section as many times as they've had reason to cross our path. Don't make light of what you've never seen ..."*

## 6 TOKYO

This city is the capital of Japan. Within a 45km radius of the Imperial Palace live 50 million people. In so big a city, the real centre is difficult to define. Tokyo really has many centres, each with its own flavour. The surrounding towns and cities have become dormitory towns for commuting workers. The city fronts Tokyo Bay, opening out onto the Pacific Ocean on the east. On the cities northern approaches lies the fertile Kanto Plain. Almost a part of the vast Tokyo metropolis are the cities of Chiba and Yokohama. In **ZAIBATSU** Tokyo is considered to be the entire Tokyo Bay area with these three cities all important. We briefly look at the activities (legal and illegal) of all three centres, from Chiba's black clinics to the Triads of Yokohama's bustling chinatown.



The "zaibatsu belt" of corporate dominated suburban towns house much of the corporate population who commute into Tokyo daily or do their work via cyberspace. A typical dorm town will have several vast arcologies or cityblocks. These arcologies have accommodation flats, restaurants, theatres, schools etc. Imagine a multilevel shopping arcade with flats around the periphery, a multiplex, covered park and college. They are self-contained communities for a zaibatsu's employees. The high-rank sararimen live in the upper penthouses, the lowliest workers in amongst the underground car parks, subway links and

ground level entrances. Travel within arcologies is done via stairs, lifts, escalators, slidewalks and electric trikes or buggies. The main dormitory towns are: Funabashi, Matsudo, Kawaguchi, Mitaka, Meguro, Shinagawa and Kawasaki.

## DISTRICTS OF TOKYO

### AKASAKA

A traditional geisha district, even in 2030 it is still possible to see rickshaws carrying their gorgeously dressed high-priced hostesses through the streets in the early evening. Akasaka is also home to Tokyo's most exclusive (and also expensive) nightclubs. Many affluent Chinese have moved here during and after the troubles in Hong Kong. Chinese businesses thrive in Akasaka. Many clubs, shows and restaurants.

### AKIHABARA – 'HIGH-TECH PARADISE'

This is Japan's hottest place for discount bargains on electrical and electronic appliances. Stores, stalls, markets and department stores all sell bargain electronics. Computers, cyberdecks and software can be bought here. Stolen software or zaibatsu tech often emerges here. The district is a magnet for cyberspace cowboys and street-techs.

### ASAKUSA – 'NIGHT CITY – YORUMACHI'

There are plenty of ancient houses and souvenir shops littering Asakusa, one of the oldest parts of Tokyo. This area was once the most thriving place in Tokyo with its theaters and other amusement spots, but it is very outdated today. But still the famous (1350 year-old) Sensoji Temple is filled with visitors from all over Japan. The temple is usually very crowded during the many festivals and fairs held in its precincts. The approach to the temple is along Nakamise Dori Avenue, a narrow stone-flagged street that is lined with over a hundred tiny open-front souvenir shops and stores selling traditional Japanese items and paraphernalia. At its start is the Kamarimon (Thunder) Gate flanked by two giant wooden guardian Diva Kings. Behind the temple is the Asakusa Shrine, home to the colourful Sanja Festival. This really is 'Old Tokyo'. But Asakusa is also Tokyo's downside. The Sumida River Industrial Complex has pushed out all but the poorest Tokyoites to create a "no-go" area. Asakusa is mild compared to the Bronx Jungle (New York) and Tower Hamlets Enterprise Zone (London), and seems to exist parasitically off of Ueno Station and the people arriving there from the north. Cheap hotels, gangs, drugs, seedy businesses and alot of exploitation and unemployment await the newcomer. Crime is rife here.

Asakusa is also known as Tokyo's 'Night City', or in Japanese, 'Yorumachi'. With the rail line from Narita and Chiba terminating at Ryogoku station just over the river in the ward of Sumida, business in smuggled and stolen technologies is rife. Asakusa forms a narrow borderland of vastly ancient streets and lanes. By day the bars and clubs are dead, shuttered and featureless. The never-ending dance of illegal 'biz' continues when the darkness is slowly lit-up by the neon and bright flashing adverts, and accompanied by the thunder of noise from arcades and pachinko parlours. Bars, clubs, strip-shows, brothels, gambling joints and coffee shops all play host to the shadowy side of life here. The hustle. The scam. Lies, deceit and profit.



Yorumachi, Night-City, Asakusa, the same name for the same fast-forward dance of profit and survival. Bosatsu made the rounds, checked his contacts. Had anybody seen anything of Kiroshi? How had he disappeared into thin air between Asakusabasi station and his pickup team of hardened street samurai? He nodded to Alpha, no luck. He passed ¥2000 to Mako, the cabbie. Hah! So... Kiroshi took a cab straight to Tokahara's place at the Oasis? Ever more intriguing.

## CHIBA CITY – AN INDUSTRIAL SHOWCASE

Chiba is a new business centre. It has a thriving port and behind it a vast area of factory domes and attendant corporate arcologies. But the most exciting aspect of Chiba are the cutting edge clinics, hospitals and medical research facilities. The best surgeons, geneticists, cyberneticists and plastic surgeons are all here with the finest equipment and facilities. Most of Makita's and Haruna's most prosperous medical facilities are on the outskirts of Chiba. But the wealth has created a black market centred in Ninsei (close to Shiga and Baiitsu), caught between the port and the corporate zones. Here deals and double-deals keep an entire black market of smuggling, theft and drug abuse alive. Pharmaceuticals from the clinics and labs find its way onto the Street and up for sale – to be shipped out across the globe. Experimental products fetch the highest prices. Things like hormones, recombinant protein mixes, hormone triggers, pituitaries and synthetic glandular extracts are all marketable commodities. Most of this stuff (and the mules who hump it) ends up in Asakusa up for sale on the Tokyo market.

## THE DOCKS

Tokyo Docks are vast and made up of piers, wharfs, warehousing complexes, factories and industrial estates. Much of it is fenced off and in a perpetual arc-light daytime. People live there too, but the housing complexes are fairly run-down and "undesirable". Generally, people have moved out, and light industry, warehousing and businesses have moved in.

## GINZA – EXCLUSIVE & EXPENSIVE

Ginza is Japan's most (in)famous shopping district, with highly respected and long established department stores and shopping buildings. Center of the Ginza is Chuo-dori street, running from northeast to southwest, and this is lined with the big department stores, major shopping malls and restaurants. Harumi-dori leads to the Kabukiza Theater, and further to Tsukiji on Tokyo Bay, famous for its huge fresh fish market, and to Yurakucho and Hibaya in the opposite direction. Ginza is a rich district filled with little sidestreets and fringed by all kinds of speciality shops, restaurants and coffee shops, bars and night clubs, often exclusive and expensive. The early evening has the feel of a fashion



parade as beautifully dressed geisha walk to work, many of them in kimono. Ginza is home to the globe's most exclusive shops. Ginza oozes style and class with its posh restaurants and night clubs, art galleries and fashionable little eating places. The closest thing Tokyo has to a 'Fifth Avenue'.

## HARAJUKU – THE CHIC HANG-OUT

Harajuku's central feature is Omote-sando, a wide boulevard edged with restaurants, attractive coffee shops, little boutiques and interesting speciality shops. Omote-sando leads up to the Meiji Shrine, and not far away are the Ukiyoe Ota Memorial Museum of Art and the Togo Shrine antique market (held on 1st & 4th Sundays of the month). The approaches to the shrine have become the scene on Sundays for street dancing by crowds of teenagers dressed in 1950's, 1960's and 1970's styles. There are coffee shops and chic fashion boutiques in Harajuku. It is the place for the young and trendy Tokyoites to hang-out. Clubs and restaurants all reflect this 'fast-fashion' attitude. If its 'in' its in Harajuku. It is a place of cultured amusement. A little like a popular Paris boulevard with street cafes and the spectator sport of cruising.



## IKEBUKURO – A NEW CENTRE

This district once became a new subcenter of Tokyo after the expensive Sunshine City development appeared to the east of Ikebukuro Station. The zaibatsu TKS owns and operates Sunshine City, the development is dominated by the 120-storey Sunshine 120 Pyramid. The fastest elevator in the world zooms up to the 120th-floor observatory in only 35 seconds. There is an aquarium, a theater and the Orient Museum within the Sunshine City compound. It is a gateway to Tokyo's northwestern suburbs, Ikebukuro is served by suburban railway lines as well as metropolitan subway lines to central Tokyo, and these are often crowded with commuters. Ikebukuro has its own 'feel', its own restaurants and shopping and its own bars and eating places. It has a large zaibatsu population, and so is a little staid. The arcologies built here over the past twenty years cater for much of the areas needs – so Ikebukuro has not a great deal to offer those from more exciting parts of the city. The firm Shinobizawa has its corporate HQ here, this is a vast fuller dome that handles all its administration, marketing and purchasing, and there are several production sub-domes that lead off from this main dome.

## IMPERIAL PALACE

Beyond the Marunouchi district, is the Imperial Palace, and it is where the Imperial family resided. It covers 100 hectares and is fully enclosed under a transparent Fuller dome to protect it. Its impressive watchtowers and massive stone walls still survive in 2030. The Palace Plaza, East Garden and Kitanomaru Park are all major attractions. The wide and open Plaza, with its Double Bridge or the Nijubashi, is an haven for sararimen and young couples. A memorial fountain exists there, and was built to commemorate the marriage of the Crown Prince and Princess. Next to the Palace Plaza is Hibaya Park, a beautiful park, in style partly Japanese and partly Western. The Hibaya Public Hall and Library are in its enclosure. The nearby Hibaya district is the "Broadway of Tokyo", jammed with of cinemas and theatres.

## KASUMIGASEKI – THE GOVERNMENT QUARTER

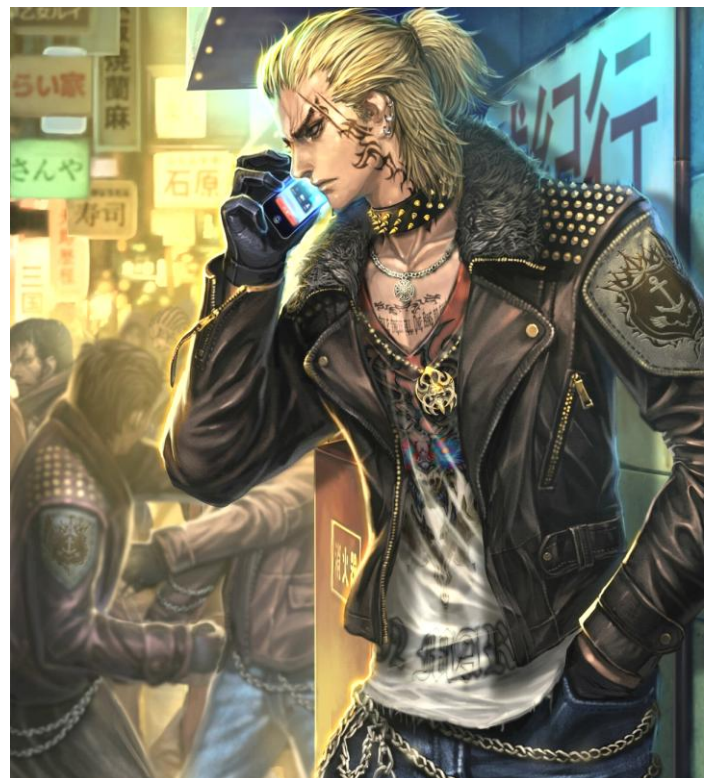
This is Japan's administrative center. Government ministry and agency buildings cluster here, south of the Imperial Palace. The Japanese parliament meets at the towering National Diet Building which overlooks the district. Tokyo police are very visible here.

## MARUNOUCHI – THE BUSINESS DISTRICT

This district is between Tokyo Station and the Imperial Palace, and is the city's zaibatsu nerve centre, or business centre. Tall buildings standing row upon row contain the headquarters of the leading banks and zaibatsu. The police also keep this district under close scrutiny for the protection of the zaibatsu personnel.

## NEW HONK

The Hong Kong repressions in 2011 created many refugees and the close proximity of Japan made it an ideal destination. However, Japan is not keen on admitting hundreds of thousands of these war victims, so they float in Tokyo Bay. Junks, sampans, old ferries, fishing boats, barges and coastal freighters are the home for this vast, poverty stricken population. The government cannot get rid of "New Honk" and it sits in the Bay, an eyesore and a danger. Cooking fires create thick oily smoke, refuse floats obscenely around the boats. Many New Honkers work illegally in Tokyo doing low-paid, often criminal work. They are a despised underclass.



## OCHANOMIZU – COLLEGE TOWN

Ochanomizu, on the Japanese Rail (JR) Chuo Line, is the college district of Tokyo. A few minutes walk downhill from the station is the atmospheric Jimbocho section filled with

hundreds of bookstores. Shelves of Japanese and foreign books including second-hand ones are for sale. This quarter also boasts the Tokyo Kominu Kottokan building, containing more than 50 antique shops, and the Nicolaido, an out-of-place Russian Orthodox cathedral (built 1884). On the other side of the station stands the Yushima Seido Temple and the Kanda Myojin Shrine. There are plenty of universities in Tokyo, the largest, Tokyo, is west of Ueno Park. Others include the Meiji, Nihon, Medical & Dental, Hosei, Keio, Waseda, Rikkyo and Gakushuin Universities. There is an informal, decadent and underground feel to life here, due to the student and ex-student population. Music, cults, gangs, clubs and flats cater to this young population.

## PROJECT ISLAND – THE INDUSTRIAL EXPERIMENT

This man-made island was proposed as part of the Tokyo Cosmopolis Project in the 1990s. Today 250,000 people live on the island and work within its prosperous economy. There are zaibatsu industrial facilities, research complexes and cultural centres for the population. The island is a zaibatsu haven with little interference from Tokyo government. With its own hoverport the island is a microcosm of Japan's technological and economic might. Most of the zaibatsu have facilities here and there are many workers who commute by hovercraft from places around the bay. There is also a bridge which connects Project Island to the eastern docks.

## ROPPONGI – MUSIC CAPITAL

This is an entertainment district with a sophisticated and exciting atmosphere. Roppongi's nightlife picks up at around 11pm. There are literally hundreds of coffee shops, bars, pubs and restaurants – from cheap to moderately priced. Tokyo's most fashionable nightclubs are here. The famous Black Rain club in Roppongi was the scene in 2023 of the infamous Yakuza rocket attack that killed 11 and wounded 14. There are clubs and discos with the best music and DJs, and plenty of live music. Bands from across Japan play here to be heard and appreciated. Foreigners (gaijin) prefer the clubs in Roppongi and are catered for. The best restaurants and night life are here. Very cosmopolitan. In nearby Shiba Park stands the famous Tokyo Tower, a vast Eiffel-tower-like broadcast mast 333m high on a knoll. It has two spectacular observation decks.



## SHIBUYA – THE HEIGHT OF FASHION

This is an action-packed amusement and shopping district, and is always crowded with youths day and night. Koen-dori Street is filled with colourful shopping complexes all

boasting the latest fashions. The old Olympic Stadium and the Meji Shrine lie beyond Koen-dori. Close by is the NHK Broadcast Center, the Japanese radio and TV corporation. Also in Shibuya is the KDD building, KDD is the leading communications zaibatsu. Shibuya is high profile home of the media industry. Celebrities are seen here (and also many tourists) and the district has many connections with the industry. A lot of money moves around Shibuya, wealth is conspicuous. There are cool fashion stores, restaurants, bars and hang-outs. There's always the chance of seeing some new video or sim-stim star. There are numerous cinemas, holodomies and simstim parlours. Tokyo's Hollywood and Rodeo Drive.



## SHINJUKU – SHOPPING & SEX

This is another one of Tokyo's major shopping and amusement districts. It is also an important transportation centre, served by the suburban railways of Keio, Seibu and Odakyu, and two subway lines as well as JR. To the west of busy Shinjuku Station is the impressive skyscraper district, Tokyo's second skyline. Some of these buildings are hotels, others are corporate buildings with underground shopping arcades, and restaurants on the upper floors with marvelous views. East of the station, however, is **Kabukicho**, an ancient "entertainment" section where rich and poor, tourist and criminals mix. The area is packed with an array of drinking places and entertainment venues. However, Kabukicho includes bars and clubs that are seriously seedy: Tokyo's worst places are here in Kabukicho. The Yakuza control the area with (quite literally) a vice-like grip. Kabukicho is full of drug-houses, brothels, gambling joints, gang haunts, strip clubs, simstim clubs; whatever pays well and is border or extralegal. Tokyo's Soho.

## UENO – TRADITIONAL JAPAN

Part of the surviving old Tokyo. Famous for its parkland and cultural buildings such as the Science, National and Art Museums. At the south end of Shinobazu Pond in the park is a museum of folklore that uses recreated buildings to show what Medieval Tokyo used to look like. The park is also famous for cherry blossoms in season. Parties of families and friends as well as zaibatsu employee groups hold cherry blossom viewing picnics (sometimes at night). JR Ueno Station is the terminal of long-distance trains to the north. Around the station is another Tokyo shopping and entertainment district which includes the Ameyoko Market. A wide range of cheap goods are available, from foreign items, jewelry, food,

watches, clothes, shoes, and electronics. During the spring exam season, the Yushima Tenjin Shrine is packed with students praying for success. Tradition is for sale here, or to look at for free. Tourism thrives, there are souvenir shops and all manner of 'traditional' Japanese delights for sale.

## YOKOHAMA – THE PORT OF JAPAN

This is a city, the most important port in Japan with vast docks, portside facilities, , harbours, wharves and refineries. As an immigrant city, it also has the biggest chinatown – **Chukagai**. The Triads here are very powerful and constantly war with the local Yakuza for power. Chukagai lies on the river Nakamura near the harbour. Also in Yokohama is a lavish Silk Museum and Yamashita Park, which has a good view of the port. At the end of the park is Marine Tower, with its viewing platform. The landscaped Sankei-en Garden is the main sight of the city and has villas, pavillions and gardens within gardens. Also at Yokohama is the spaceport, with its 9km long runway designed in the 1990s to take shuttles, spaceplanes and supersonic transports.

# 7 LIFE IN JAPAN

## TRAVEL & PHONES

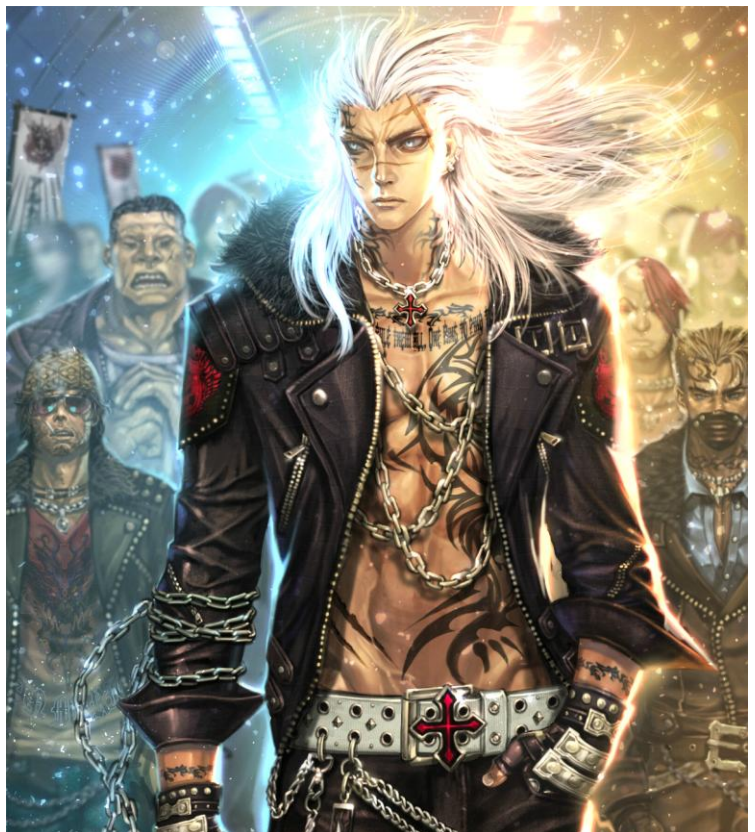
A network of subways and surface trains crisscrosses the central areas of Tokyo. The Shinkansen, bullet train, is an intercity train.

### Subways

Tokyo has an extensive subway network connecting most inner districts and sub-centers. It is fast, clean and safe and possibly the best way of getting around Tokyo (but avoid the crowded morning and evening rush hours). Tickets are obtained from vending machines, punched on entering the subway and collected at the other end.

### The Yamanote Loop Line

Circling the whole of central Tokyo and interconnecting with many railway and subway stations, this is an extremely useful line. Running much of the time on elevated tracks, it is a good way to see the city. Yamanote Line trains are light green for easy recognition.



## Buses

Very efficient. A flat rate of ¥200 is charged for each journey, but the routes are complex and defy even residents.

## Taxis

Cruising taxis are plentiful all over Tokyo. Basic fare is ¥500 for 2km plus ¥200 for every extra km. Vacant taxis show a red light. The passenger door opens and closes by remote control. Some are auto-taxis with robot drivers.

# COMMUNICATIONS

Most telephones in Japan are audio only; all take finance cards as payment. Some are viewfones and either stand-up booths similar to normal phones, or sit-down booths with sound-proof glass doors. Tokyo calls are ¥10, intercity calls are ¥100 and international calls are ¥500.

## USEFUL PHRASES

How do you do?	Hajime-mashite?
How are you?	O-genki-deska?
Good morning	Ohayo gozaimasu
Good afternoon	Kon-nichi-wa
Good evening	Komban-wa
Good night	Oyasuminasai
Please	Dozo
Please help me!	Tasukete kudasai
Thank you	Arigato
Excuse me/ Sorry	Sumi-masen
No, I don't understand	Ii-e, wakarimasen
Get a doctor for me	Isha o yonde kudasai
I'll tear you in half!	(insult) Mapputatsuni hiki sakuwayo!
Where's your makeup you geisha!	(insult) Okesho wa doshitano geisha-san!
You're sushi!	(insult) Sashimi yaro!

## PRICE LISTS

Players have a tendency to overload their agents, especially with weapons. As a rule of thumb assume that an agent (whatever his Strength) can comfortably carry **EIGHT** items. An item is an object that can held in one hand (like a pistol). Larger two-handed objects (eg. Bullpup, Laser) count as two items. Some items (smart cards, armour etc.) are either too small, or counted as being worn. Being encumbered results in half speed and - 2 all physical actions. If referees want to follow ammunition use closely, then allow agents 10 items. Ammo is listed below for those referees who require it.

## COMBAT GEAR

Concealable Kevlar Vest ¥50,000

Flak Jacket ¥20,000 *Non-concealable, military and police armour vest. Civillian use illegal.*

Combat Suit ¥200,00 *Includes armoured body-suit, gas mask, helmet, radio and night-vision sight. Military only, civillian use illegal.*

Ammo, per clip (optional) ¥1000

Autopistol ¥15,000

Bullpup ¥30,000

Claymore Mine ¥10,000 *Directional mine firing forwards in a 90 degree arc. Roll Demolition+3 to set correctly. Damage is 2d out to 40m. Comes with 50m radio detonator and booby trap option. Might be spotted first.*

Dragon ¥15,000

Flamer ¥30,000

Grenade: Smoke or Stun ¥1,000

D-Gas ¥2,000

Fragmentation ¥3,000

Napalm ¥5,000

Grenade Launcher ¥40,000

Guided Missile ¥20,000

Hand Weapon (Sai, Katana, Nunchaku etc) ¥2,000 – 8,000

Laser ¥60,000

Laser Sight ¥8,000 *Increases a gun's range by x1.5; maximum 100m*

Limpet Mine ¥25,000 *Victims 6d if within 3m, or 2d if within 10m, can be set to detonate up to 24 hrs ahead, or command detonated from 50m; easy to use, allow +3 on the Demolitions roll to set.*

Minigun ¥180,000

Riot Gun ¥40,000





Riot Pistol ¥20,000

Light Anti-Tank Weapon (LAW) ¥20,000

Self-Defence Spray ¥2,000 *D-Gas spray, roll 8- to use if surprise achieved, range 3m, 5 shots*

Silencer ¥10,000 *Quietens sound of any calibre gun, but halves its range*

Smartgun ¥200,000

## MEDICINE

Alpha Wave Unit ¥5,000,000 *Fits in an MPV. Analyses and identifies different brain waves, and personalities; and everyone's brainwave pattern is different. Also used to edit clone memories*

Factor K ¥1,000 *Used in memory retrieval Keeps a brain alive for 3d hours.*

Folding Stretcher ¥2,500

Freezer Box ¥30,000 *Used in memory retrieval. Portable cryo-unit. Can freeze single human head or six tissue samples on mounting plates. Handle and cardlock included. Battery with 48 hour charge.*

Meditech Kit ¥2,500 *Used by paramedics to prevent a wounded or dying patient from actually dying.*

Surgical Kit ¥25,000 *Required for any attempt at field surgery.*



Treatments: Clone Insurance ¥10,500,000

Face Change ¥50,000

Surgery for a Wound ¥10,000

Surgery for a Dying Man ¥80,000

Resuscitation ¥100,000

Reconstruction ¥1,000,000

Full Body Ultrasound Body Scan ¥50,000

Voigt-Kampff Empathy Machine ¥100,000 *A lie-detector, also detects clones that have been "force-grown" and are faking their emotions*

## CYBERNETICS

**Biomonitor Suite** ¥500,000 *This subdermal battery of sensors monitors temperature, blood pressure, synaptic activity, sugar levels and a host of other vital information. The read-outs show up just below the skin on a forearm as luminous figures. They can subtly alter these levels if imbalances occur, reducing stress, alcohol and drug levels. Anyone with the Suite gains +1 on all Wound survival rolls.*

**Cortex Bomb** ¥2,000,000 *A small explosive charge has been surgically implanted into a patient's neural cortex. Often booby-trapped, these bombs are sometimes triggered by ultrasound or X-rays. They can be command detonated at a range of 100m and also through the telephone if the patient picks up the phone. It will kill him instantly and inflict 2d damage on anyone within 3m.*

**Personal Data Transmitter (PDT)** ¥80,000 *A PDT is a transmitter implanted into the chest, arm or leg which lies dormant until activated by a remote transmitter. When this is done (when the patient has been kidnapped, for example) the PDT gives out a steady signal strong out to about 5km. It can also hook itself through the nearest phone. It gives no vital stats other than location. Internal batteries keep up the signal for one week.*

**Simstim Rig** ¥1,000,000 *A neural processor at the base of the skull monitors and transmits the user's sensory perceptions to a Simstim Edit Deck. This includes eyesight, smell, hearing, motion and touch.*

**Skinwatch** ¥10,000 *A real status symbol, this is a luminous watch display below the skin on the forearm.*

## FOOD

Breakfast in a hotel ¥1,000

Breakfast in coffee shop ¥450

Teishoku (Set lunch) ¥1000

Dinner ¥3000

Bento Box ¥2,500

Beer, Bottle ¥500

Sake, Flasket ¥500

## VEHICLES

**Armoured Car** ¥20,000,000 *A six-wheeled military patrol vehicle. The turret mounts a minigun and grenade launcher. It can carry 6 well equipped troops who are able to fire out of slits along the sides and back.*



*Counts as Light Armour.*

Armoured Limo *Lightly armoured and luxurious zaibatsu runaround. Equipped with hook-up to the Matrix, drinks, mini-TV and phones. Any car can be lightly armoured. Multiply base cost by x2.*

City Car ¥300,000 *A small electric-powered city car often used within Tokyo*

Sedan Car ¥500,000 *A typical street car using petrol as a fuel*

Main Battle Tank ¥75,000,000 *A purely military tracked heavily armoured vehicle equipped with forward minigun and grenade launcher, turret mounted minigun and 150mm gun (with 35 shots which are each equivalent to a Guided Missile), and a smartgun mounted on top of the turret that may be overridden by the tank commander.*

MPV ¥1,000,000 *Multi-Purpose-Vehicle/Spacewagon/Toyota Privia with interchangeable interior, from 8 seat transport to large capacity van to 6 seat office, to something in-between. Highly valued by the zaibatsu.*

Sports Car ¥1,500,000

Motorbike ¥100,000

Hover Car ¥5,000,000 *A standard sedan car built on to a jump jet chassis, these flying cars are becoming very popular in Tokyo. Each seats 4 with a small amount of luggage space*

H-Wagon ¥20,000,000 *This cargo jump jet resembles a jet-propelled helicopter and is used by zaibatsu and the military for important cargo or personnel transport. Eight passengers. Counts as Light Armour*

## CYBERSPACE

Cyberdeck	Spaces	Cost
Amstrad C-22	Spaces 2	¥20,000
Toshiba Paralane 3030	Spaces 3	¥50,000
Hosaka Goldstar-4	Spaces 4	¥100,000
Hitachi Netspace-5	Spaces 5	¥200,000
Ono-Sendai Cyberspace-6	Spaces 6	¥500,000

Desktop Computer ¥150,000 *A standard desktop computer with cyberspace link, printer and other peripherals. Space for 4 programs*

Palmtop Computer ¥6,000 *Play-back unit for smartcards. Sound, visuals or text can all be instantly accessed. A basic read, write, listen and watch hand terminal. Used to access video, text and audio recordings*

Smartcards ¥100 *The standard medium for computers in 2030*

## SOFTWARE

Business Package ¥100,000 *Most offices require a certain piece of business software, tailored to their own particular needs to operate efficiently. This is it.*

Computer–Aided Design ¥150,000 *A useful package enabling the user to design almost anything. If he hooks this up to an auto lathe or auto machine shop, then the system will make it for him too.*

Database ¥10,000 *Huge fact–file of data, choose the subject*

Data Compiler ¥30000 *This software scans cyberspace for relevant information and produces a handy document*

Icebreakers: Grade One Icebreaker ¥5000, Grade Two Icebreaker ¥7000, Grade Three Icebreaker ¥12,000, Grade Four Icebreaker ¥20,000, Grade Five Icebreaker ¥40,000, Grade Six Icebreaker ¥60,000, Grade Seven Icebreaker ¥150,000, Grade Eight Icebreaker ¥300,000, Grade Nine Icebreaker ¥600,000, Grade Ten Icebreaker ¥1,200,000

Image Manipulation ¥50,000 *A piece of software allowing the alteration or enhancement of video or photographic images*

Personality Simulator ¥100,000 *By inputting a range of parameters, this software can try and predict the possible effects or actions of a person. The accuracy depends on the data available*

Publishing Package ¥10,000 *A comprehensive piece of writing and printing/publishing software*

Techmeter ¥25,000 *A useful diagnostic program which helps (+2) to repair any damaged piece of electrical hardware*

Translator ¥100,000 *Translates one language to another*

Video Conference ¥20,000 *This allows a user to interact with others to meet in cyberspace. Each can see and hear the others and show each other documents, photos, graphs and charts. All in real–time.*

Voice/Sound Analysis ¥150,000 *A complex program which can monitor sound waves and can then ID people via their voice, or produce a report of their estimated stress–level and emotional reaction. A crude lie detector. Not perfect*

## PERSONAL ELECTRONICS

Binoculars ¥20,000 *Incorporate night–vision and laser range finder*

Binoculars, Pocket ¥2,000

Camcorder ¥40,000 *Records sound and video onto smartcards, it can also play audio/video smartcards*

Cell Phone ¥10,000

Mimetic Polycarbon Suit ¥200,000 *All-over body suit complete with hood, this military combat suit is able to colour itself according to its background. Only works when stationary, otherwise the wearer is seen as a blur and can be shot at, stabbed, flamed etc. Power cell keeps the suit active for one hour. Any tear or cut shorts the system and it reverts to its bold grey colouring.*

Night-Vision Goggles ¥25,000 *These allow good vision in near total darkness*

Phone Unit ¥15,000 *This is a combined viewfone, fax and answering/recording feature*

Radio, Hand ¥8,000 *A portable hand radio with a range of 3-5 km*

Radio Scanner, Hand ¥20,000 *A portable radio frequency scanner with a range of 10km, it has 20 channels, and has selective traffic monitoring*

Radio, Headset ¥4,000 *A concealable mike/earpiece setup with a useful range of 50m*

Simstim Player ¥50,000 *Most homes have a 'player' that allows users to receive simstim transmissions or play rented or bought simstim cassettes at home*

Simstim Editor ¥500,000 *A professional's simstim deck designed to receive the sight/hearing/touch/smell of a person rigged up for simstim. The range of this is 120m. This deck can store the data on datacard and then be used to edit the simstim broadcast into a more entertaining feature*

Smart Goggles ¥100,000 *These distinctively military night-vision goggles are wired electrically into the user's gun and are mounted with an integral targeting computer. This calculates range and wind-speed and puts crosshair where your barrel should point. They provide a +1 to hit.*

Thermal Imagers ¥300,000 *These bulky monocular-type goggles actually "see" heat emissions. Capable of looking through walls, although this may disrupt the image. Good for spotting enemies through thin walls and doors, but poor as an observation device - they incur a penalty of -2 on sight rolls*

## TOOLS

Flashlight ¥1,000

Gas Mask ¥3,000

Grapple Gun ¥30,000 *Rifle-sized grapple launcher, 20m range, with powered winch to haul the user up .*



Laser Tool ¥2,000 *A small portable battery-powered unit for cutting and or welding*

Multi-Purpose Tool Kit ¥10,000

Protective Goggles ¥1,000

## SECURITY EQUIPMENT

Bug ¥2000 *These tiny bugs have a range of 100m, and transmit for 24 hours*

Bug, Video ¥5,000 *With fisheye lens, these micro-cameras give a distorted 180 degree view as well as recording sound. They are often disguised as a button or part of furniture. They transmit out to 100m for 24 hours.*

Bug Unit ¥25,000 *This pocket-sized unit is a receiver and a recorder of bug transmissions and cable taps, it can also be used as a bug detector to sweep rooms and search for bugs.*

Cable Tap ¥10,000 *This unit transmits all information that it picks up from a fibre-optic cable within 2cm. It can transmit the signal out to 100m indefinitely.*

Card-Lock Decryptor ¥80,000 *This make-shift unit is able to access card-locks and re-route the data to try and fool the lock's onboard processor into believing that **it** is the correct card. Allows a person with Counter-Security skill to try and break through a card lock.*

Disguise Kit ¥25,000 *A case full of polycarbon skin and hair grafts, contact lenses, and other gear (such as false teeth etc) which can be used by anyone with Deceive to transform their appearance into something totally different. Includes a variety of living 'false faces' grown on collagen and shark-cartilage polysaccharides. These seem utterly real but can only be worn for 3-5 hours at a time before they begin they deform*

Infra-Red Motion Sensor ¥10,000 *Portable unit that can be stuck to a wall or door. It sends a unique signal if tripped, to a cell-phone, or it can just give off an audible alarm. Can pick up motion **through** the door or wall if not too thick.*



Jammer ¥80,000 *This hand-held unit has a 100m range and will disrupt most radio signals within that range. It will also interfere with security motion sensors, jamming their frequencies. The Shinobizawa Com-1000 is an advanced military version with a 3km range. It is however backpack sized and costs ¥1,000,000*

Laser Ear ¥120,000 *This rifle-like piece of gear can be pointed at a wall or pane of glass and it will pick up any nearby conversations. It's range is line of sight. It comes with a table-top tripod that can be folded within-it for ease of mobility and comes in a black acrylic case*

Laser Blinder ¥5,000 *This lecturer's aid is a laser pointer that can temporarily blind many types of security camera. It is barely the size of a marker pen and has an effective range of 50m.*

Lockpick Wallet ¥10,000

Optic Probe ¥5,000 *Fibre-optic lens and cable attachment for camcorders that can be pushed under doors, round corners etc. for surveillance purposes*

Remote Piloted Drone (RPD) ¥1,200,000 *A miniature robotic airship with camera, mike and thermal imager used by security companies to protect properties by overflying the area. It has a 2 hr endurance, and moves 50m/turn*

Scrambler ¥10,000 *Such a unit fits over any telephone or hand-held radio and scrambles the message before it relays it to another phone or radio. The receiver must also have a unit set to the same code. Not a brilliant coding system, but far better than none at all. Will stop the casual listener.*

Vocal Counter-measures Unit ¥500,000 *A slimline box that can be placed in a prominent position and activated. It will then broadcast "pink" noise that will turn the input of bugs, recorders, and mikes etc. into static. It has limited range, only 5m and lasts only one hour before it requires a re-charge.*

## ILLEGAL SERVICES

False ID: Full ID ¥500,000, Retro ID ¥5,000, Goto ¥20,000

## DESIGNER DRUGS

Delta-14 ¥40,000

Endorphin ¥3,000

ACE ¥2,000

Smart Drug ¥4,000

Social Drug ¥1,000

Speed ¥5,000

Speedball ¥8,000

Virax-B ¥2,000

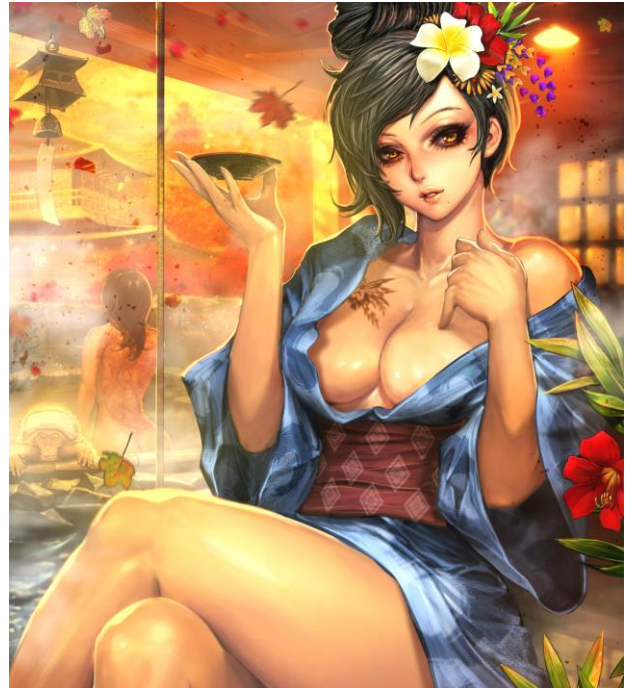
Yag ¥2,000



## LIFESTYLE

Apartment/week: Subsistence ¥3,000, Lower Class Corporate ¥10,000, Mid-Class Corporate ¥20,000, Senior Class Corporate ¥40,000, Executive Class Corporate ¥60,000

Hotel/night: Deluxe Hotel/night ¥40,000, First Class Hotel/night ¥10,000, Business Hotel/night ¥7,000, Youth Hostel/night ¥4,000, Capsule Hotel/night ¥1,000



## FINANCES

Virtually all commerce in **ZAIBATSU** is conducted with finance cards that act like modern "debit cards" such as Switch or Connect. Besides a PIN, a fingerprint check is also required. Many phones can be hooked up to smart card readers and thus used by finance cards. In this way banking can be done over the phone, and used to move funds from one card in the reader to a second – while being verified and acted upon in the virtual bank.

A type of finance card is the "cash card" with a set balance, often used by zaibatsu. One or more people are listed as users and any of these can access it just like a normal finance card. But only withdrawals are made. There can be no deposits, cash payouts or interest. It is used as a business account card, logging everything that is purchased. If a card is lost or stolen the bank must be informed, they will freeze your account and give you a new card within 24 hours. Anyone trying to use your card will be arrested by the store, since the autotill will tell the till-user that the account is frozen.

The Japanese currency is the Yen. There are coins up to ¥500, and bank notes of ¥500, ¥1,000, ¥5,000 and ¥10,000.

## EATING

Alot of international food is available in Tokyo, but the most popular national dishes are sukiyaki and tempura. For more adventurous eaters there is sushi and sashimi, both of which feature raw fish ("If I want to die of mercury poisoning, I'll swallow a thermometer!"). Prices of various meals are given in the price lists. Travellers often eat from bento boxes, full of things to eat and available on platforms and trains. Also used as a "packed lunch".

Department stores often have whole floors of restaurants and cafes, and the numerous rail stations around the Yamanote Line are usually ringed by streets of restaurants of all kinds. Major office buildings usually contain basement restaurants catering to sararimen and in Shinjuku there are plenty of restaurants on the top floors of the skyscrapers there, with cool views of the city. O-Cha, green tea, is often served free at Japanese style restaurants.





*Sukiyaki* : is prepared at the table by cooking thinly sliced beef together with various vegetables, bean curd and vermicelli.

*Tempura* : is food deep fried in vegetable oil, after being coated with a mixture of egg, water and wheat flour. Among the ingredients used are prawns, fish, vegetables and dried seaweed.

*Sushi* : is a small piece of raw fish placed on a ball of vinegared rice. The most common ingredients are tuna, squid and prawn. Cucumber, pickled radish and sweet egg omelet are also served with the rice.

*Sashimi* : is raw fish eaten with soy sauce.

*Kaiseki Cuisine* : is the most gourmet food in Japan. The dishes are mainly composed of vegetables and fish with seaweed and mushrooms as seasoning base and have a refined flavour.

*Yakitori*: is a small piece of chicken meat, liver and vegetables skewered on a bamboo stick and grilled on an open fire.

*Tonkatsu* : is a deep fried pork cutlet rolled in bread crumbs.

*Shabu-Shabu* : is tender, thin slices of beef held by chopsticks and swirled in a pot of boiling water before the guest.

*Soba and Udon* : are two kinds of Japanese noodle. Soba is made from buckwheat flour and udon from wheat flour. They are served either in a broth or dipped in a sauce.