

MMLV1

The interwised Handbook

BRICATE IT'S 2056! DO YOU KNOW WHAT YOUR CHILDREN ARE?

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MMLVI:
The interwised Handbook.

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1. A History Lesson.

Timeline

1993 - Then
 1997 - The Year of Terror
 1999 - Plex formed from a number of smaller multinationals
 2001 - Charles III crowned
 2003 - First public HDTV broadcasts
 2004 - Fuller Dromes Project commenced
 2005 - The rise of the Zaibatsus
 2007 - The year of the Domino
 2008 - **PLEX**ification starts
 2010 - First public Tri-D broadcasts
 2012 - President Schwarzeneger re-elected for third term
 2016 - Henry IX crowned
 2032 - **PLEX**ification of Britain complete
 2031 - First public **Sim/Stim**TM broadcasts
 2036 - First Plexcarts available
 2037 - First Replicant sold
 2038 - The first Orbital construction commences
 2048 - Richard IV crowned
 2056 - Now

The Year of Terror- "Judgement Day".

1997 was the beginning of the end. Predicted by seers and fakirs (and maybe even Nostradamus) as the year the world was due to end, the Nineties Pre-Millennial Tension came to a head. Every fool with a divine or insane cause took to the streets, and the hysteria simply grew and grew. Terrorists of every political or religious belief took the opportunity granted by the burgeoning hysteria to fan the flames of their just causes, and thousands of people died across Europe and the USA in bomb attacks.

Free Love For L.A. (FLFL) caused major panic across California when it successfully dumped LSD into the L.A. water supply. The overnight death totals reached 7500 before the police succumbed and the National Guard were called in.

Governments reeled under the onslaught. Each new day seemed to bring a new radical faction with wild demands and 30 kilos of Semtex to back it up. Transatlantic air travel all but ceased. Virgin Airlines went under * and BA barely survived.

Matters came to a head in September, when the Klan threatened to explode a home-made nuclear device on the top of the Empire State Building unless their demands to limit voting rights to white male landowners were met. Popular opinion called for a witch-hunt, however the President floundered in indecision and contradictory advice. He delayed until three hours before the deadline, requested an extension, was granted it, and three hours later, the Manhattan skyline exploded in fire and death.

World opinion of the US slumped as it was shown to be a "paper tiger". Crippled by the failure of its highest office, and the loss of its second capital, the USA swiftly became the whipping boy of any group with a gun and a cause. In a state of shock, world governments began to clamp down on their citizens, with harder laws and tighter policing. And so the slippery slide to the future had begun.

* However Virgin later sued the US and British Governments in American courts, for negligence in allowing the situation to develop as it had. The settlement was astronomical, a mere drop in the US budget deficit, but bankrupting for the British economy. Desperate for cash, the British government did a deal: Virgin got the BBC, and the Exchequer took the US administration's dollars. And so the Branson Broadcasting Company was born.



Curiously enough, the Millennium passed if not quietly, then at least without major incident. The world awoke on January 1 2000, and looked at the mess from the night before. No angels, no Second Coming, no tidal waves and earthquakes, no end-of-it-all. So the world dumped the rubbish in the garden, and went back to sleep. Little did it know what else was in store...

Ecollapse - the rising of the sea, the falling of the sky.

In the early years of the Twenty-First Century, the real effects of the ravages vested upon the Earth's ecosystem were felt. An increasing incidence of skin cancer and sterility caused by the depletion of the ozone layer was felt most strongly in the temperate and polar regions. Global warming raced beyond the predicted limits, as the natural feedback mechanisms stuttered and failed. The sea level rose by as much as two metres in the period 1980-2035, flooding many lowland areas. In South America, the Amazon Basin was devastated through exploitation and ecological damage. In all, 85% of tropical rainforests extant at the turn of the century were no longer in existence by 2043. In Europe, the low countries were devastated, and in Britain, many coastal areas were lost to the encroaching seas.

The British Coalition government, formed of Labour and Conservative parties desperate to maintain their hold on power against the growing Green, Anarchist and Luddite movements, instituted emergency measures. The London flood barrier was permanently closed, and the borders of the capital reinforced, causing the flooding of many areas of Kent and Essex. To counter the growing threat of Ultra-Violet radiation, an ambitious (and financially crippling) program of protection was embarked upon. The Fuller Domes Project envisaged building huge U-V proof domes over all major cities. The central parts of London were the first to be covered, amidst great outrage from other cities. The great Tyneside conurbation was also completed before funding ran out. Partially domed were Liverpool, Leeds, Manchester, Bristol and Birmingham. Certain richer areas in the south invested in their own protective measures in the disasterous years that followed.

Scottish and Welsh national parties protested, winning election after election in the "provinces", but the "British" government refused to acknowledge any rights to devolution or secession. The seeds of dissension were being sown.

The Domino Effect - The Single Market topples

At the start of the 21st century, world governments spiralled further into total collapse. A failing ecosystem and decades of trade war between the power blocks had taken their toll. As the domino effect caused the economies of the US, CIS, Pan-Afrique League and China to teeter, smaller nations suffering worst of all. Britain was caught in the chain of Euro-catastrophy as first the EC, and then the member states went under. Operating out of the Pacific Rim, megacorporations stepped into the power gap. These zaibatsus offered financial and management aid to the economies their global markets had crippled.

PLEXification - "Rule Britannia, Britannia rules the waves..."

PLEXcorp was formed in 1999 from a number of "smaller" global enterprises. With a mission statement to "provide all possible leisure services at low cost and best quality, to all customers" and a vision to "become the most successful entertainment and retail group in the world", **PLEXcorp** was unlike any company the world had ever seen before.

Single
Identification
Numbers

SIN Format:

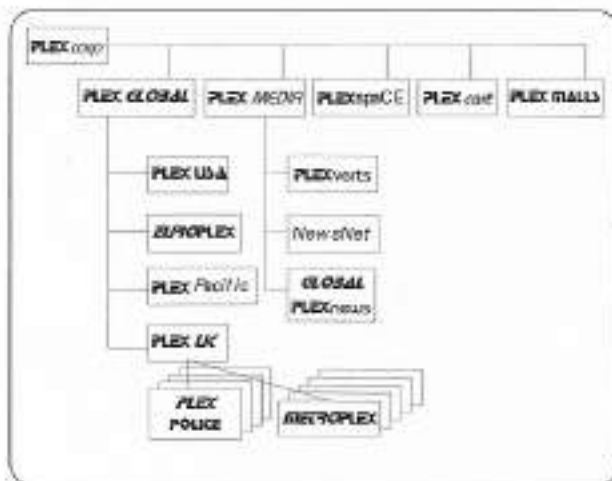
XXXX-XXXXXX-XXXX
Zone Date |||
of ||Checksum
Birth Status
Code

Jared Matthews, the company chairman, was a remarkable man. Gifted with a unique ability - to find a new slant on things, to get around problems, to innovate laterally. **PLEX** decided that the best way to win and keep dominance in a market, was to own it, and in the entertainment and retail world, that meant you had to own the consumers.

Taking a economically dangerous step, **PLEX** formed a global division whose prime responsibility was to offer governments "in difficulties" financial and managerial "help". Whether any of these difficulties were caused by the **PLEX** in the first place is now academic. In Britain, **PLEX UK** first offered the British government financial assistance in 2008, following the government's near bankruptcy over the aborted Fuller Domes Project.

Over the next two years, further financial assistance from the **PLEX**, funded by mass marketing in Britain of **PLEX** products, was supplemented by managerial aid. Soon **PLEX UK** executives were entrenched at all levels of government, and little by little, the political infrastructure of the country was privatised.

PLEXMALLS started to appear at major conurbations, and inner-city funding was diverted to build and improve them. Housing was cheap, but still unaffordable for the low paid and unemployed, who watched their environment deteriorate as the **PLEX** creamed off the profits.



By 2032 the **PLEXification** of Britain was complete. The government was no more than a **PLEX** puppet, retained because it was too inconsequential to remove, and useful, as it was responsible for those parts of the country that the **PLEX** could not profit from. The monarchy had been a pointless anachronism since the death of Elizabeth II in 2001, and the **PLEX** let it continue as a bizarre "real-life soap opera" until it formalised a lucrative deal with Richard IV in 2048.

Today, most major conurbations are **PLEXMALLS** providing all necessary goods and services to their captive market. The **PLEX** controls the lives of the majority of the populace through the media, advertising and the supply chain. You either "live in the **MEGAPLEX** or don't live at all". Those who rebel against the mediocrity of their lives, or who are born

'SINless' - without a Single Identification Number - reside in the no-man's land of the 'burbs and the housing projects. Much of the outskirts of major cities is unchanged from the late 1980s, although in a much worse state of repair

Britain is no more. Welcome to **PLEX UK**.

Orbitals - "The Final Frontier"

The first permanently manned orbital base was the Russian Myr platform in the latter part of the Twentieth Century. In 2001, the western nations joined them with the initial stages of the long planned Freedom space station. When the US cut all spaceflight budget in an attempt to control its rising deficit, and to find money to support the many environmental actions being brought against it and its agents, Freedom was abandoned.

NASA and ESA found private money willing to fund the construction of Freedom, and by 2013, it was completed and occupied by unnamed individuals. NASA, ESA and McDonnell Douglas formed a new company, **deepSpace** to continue orbital and lunar ventures.

In the next 10 years, **deepSpace** started construction on three Luna colonies: Tycho, Alpha and Darkside Base 1. The last was occupied late in '23, and within months the colonies reached 90% self-sufficiency, which was fortunate, as in 2025, **deepSpace** collapsed in financial ruin. Lunar colonisation was too expensive for governments, and too expensive for the corporate world. It would never be viable. Its a pity no one told this to the colonists who were already there.

With the collapse of **deepSpace**, the Lunar colonies realised they had to become 100% self financing, and within less than a year, high quality ore and minerals were being extracted at Leonov, shipped to Tycho, and launched back to Earth orbit by massdriver. In orbit, the ore was refined to levels impossible on Earth, by a factory built from the remains of the planned Darkside Base 2.

Financially stable, with a good income from ultra-pure lunar-mined orbitally-processed metals, and other manufacturing ventures, the moon declared its independence in 2027. Darkside Base 3 was built as the Lunar capitol. The "Loons" (as the colonists were known) thrived, until in 2032 Chief Scientist Diana Armstrong and some 70 of her genetic descendants were slaughtered by the Natural Family League.

In 2038 the construction of orbital habitations at the Lagrange points, primarily at L-5, was started. The sponsors were a number of high-tech organisations under the umbrella group "Blue Skies Venture". Included in the initiative were LIM, IBM20, Maas-Biotech and ICI Global Foods. Using cheap, high quality materials manufactured by the CLC on the moon or in orbit, construction was (relatively) cheap and faster than any before.

Soon they were joined in the skies of planet Earth by satellite offices for other bodies corporate. **PLEXcorp** placed its orbital HQ, **PLEXSpaCE**, in geosynchronous orbit over the middle of the Pacific Ocean, with staging posts in lower orbits.

In 2043, the orbital staging post for the Pacific Rim branch of **PLEXcorp**, **PLEXPacific** was attacked. **PLEXPac** was hit by hi-radiation warheads from missiles fired by a flight of Deltas (sub orbital fighters). The strike was an attack against the **PLEX** by the Free Aboriginal and Settler's Nation of Australia (FASNA). **PLEXPacific** retaliated, wiping FASNA from the face of the continent with tightly targeted massdriver-launched debris. In solidarity with FASNA, the BFA launched a strike on **PLEXPacific** in Australia, committing its own flight of Deltas on the mission. They were wiped out, financially crippling the BFA (each Delta was valued at 10+Mcr) and setting back their plans in the UK by at least 10 years. It is rumoured that one Delta survived, and was brought home the long way - by boat.

In 2056, all of the major corporations have their headquarters in orbit, and there are a number of leisure facilities available for the Earth-bound rich and near-rich to visit. There are now people who have been born and raised in orbit, never having set foot on Earth. Some call them Highriders.

2. The State of the Union

Politics

All is not well in **PLEX UK**. The British Free Army is increasing its activity. Since they deprived a large proportion of London's populace of drinking water by destroying the desalination plants on the South Coast, the **PLEX** has started to consider them a major threat. Every day dozens of disaffected youths flee the horrors of the projects to join the BFA in the wilds of Wales, Yorkshire and Scotland. As yet, they are but a thorn in the side of the **PLEX**, but the wound is turning septic, and starting to hurt.

Health

In the home the nuclear family is an anachronism, maintained only within the secure bounds of the corporate arcologies. In Britain, marriage is only prevalent amongst those holding to the ancient faiths. The typical home consists of an unemployed or low-waged parent plus one (or very rarely two) offspring. They live either in an apartment in the projects, or a dilapidated house in the 'burbs.

Atmospheric pollution makes venturing outside in the conurbs a risky business. Respirators are cheaply available and next to useless. The spreading gaps in the ozone layer mean that skin cancer is a rising problem. UV screens are widely available, and certain major conurbs have their inner cities covered by polymer geodesic domes which shield out the harmful radiation, but also act as greenhouses and raise the local temperatures to 30-40 degrees in summer, and 10-20 in winter. In addition, the domes trap pollution, and in more deprived areas are black with the soot of burning fires. At the junctions of multi-dome systems, condensation pours from the joints in a perpetual rain.

	Life Expectancy	Fertility Rate (%)	Number of children	Number of children surviving	Incidence of cancer (%)
Corporate Male	110	67	-	-	6
Corporate Female	125	72	1.35	1.32	8
Unemployed Male	55	45	-	-	35
Unemployed Female	70	52	3.71	2.17	28
SINless Male	39	27	-	-	47
SINless Female	47	33	5.82	1.05	51

There has not been any government-run education in the UK since 2032, when the last state school was closed as "uneconomic". The **PLEX** has provided **TVschool™** since 2029, and in 2034 it was made mandatory for all 5 - 14 year olds. The UN ran a number of schools for the children of the SINless in deprived areas of Britain prior to its collapse, and there are still schools run by stalwarts of the various religious groups, but the only way for most to gain a decent education is to pay for it. All higher education is corporate funded, and it is a rare company that offers a "strings-free" sponsorship these days.

There are no more state-run hospitals either. If you have a job, you may be able to afford the medical insurance required for treatment in a private hospital, but if not, then you're in trouble.

For those without a SIN, things are even worse. The SINless used to be able to get free healthcare (all be it of a minimal standard) and education from the United Nations funded hospitals and schools. Unfortunately, with the collapse of the UN earlier this year with billion credit debts, these facilities are without funding and in danger of collapse.

There is a wide split in the levels of health in the populace. Curiously enough, the split is most noticeable between those who have corporate jobs and housing, and those who do not.

Law And Order

In 2056, what crime is is poorly defined. Those who own the police own the law, and the police have three masters in Britain: **PLEXUK** funds the **PLEXPOLICE, UKgov** (the **PLEX**'s puppet government) funds the British Unified Regional Police service, and then there are the Pay Cops, available to anyone who can pay the fee. In addition, most corporates have private security guarding their conurbs and arcologies.



The **PLEXPOLICE** are responsible for security at **PLEXmalls** and in public conurbs (including the majority of domed areas, and some undomed feeder 'burbs for regional **PLEXmalls**). Well resourced, they are oftimes used by the plex as a military force, and are regarded by their opponents as unnecessarily brutal and cruel.

PLEXPOLICE are also responsible for maintaining the security of all plex personnel and installations. In addition, there is a "reservist" organisation of adequately trained volunteers who will be called up "in times of war".

The British Unified Regional Police service is a poorly funded, under-resourced force, responsible for policing those parts of the country the plex has no interest in. Ranging from the traditional village bobby through to Special Patrol Groups with responsibility for policing the remaining Toll-free roads.

Paycops are not found in **PLEX**-controlled areas. They roam the violence-prone outer city areas, driving armoured vans or riding on heavily protected motorbikes. Should you wish the assistance of a Pay Cop in an "ongoing crime situation", or in a "post-crime resolution phase", be prepared to pay. Most Pay Cops accept credits, but prefer New Yen. Of course, they can always refuse your custom...



3. Culture

MINIMONO**Music**

Blipverted dance. Punishing rhythms mitigated by a rigidity of structure. Freeform dancing is not **MINIMONO**. Neither is individuality. **MINIMONO** fashion is strictly two-tone grey, with occasional fashion-driven forays into the colourful realms of black or white. **MINIMONO** is largely corporate owned, usually corporate created and definitely corporate-safe. The 90s "global culture" resulting in a homogenous mass, with little distinction between country, culture, or even between tracks. Live performances are rare, and when they do happen, the performers are usually wire-dancers hard-linked to their synths. Primal message: "Conform!"

**Domination
Dance**

Not so much a style of music, as an attitude. This mode of dance encompasses many styles (although it is very difficult to incorporate in **MINIMONO**- the whole genre is one huge domination dance!), but the unifying factor is the imposition of your dancing style upon your partner.

Retro-Rock™

Originally a catch-all term for those 20th century music types that had failed to move into the new millennia, the term was bastardised by **PLEXcorp** to undermine a known rebel, Dirk Savage. Savage was a (some said the) retro-rocker, a man of great charisma and strong political views against the **PLEX**. He had developed a large following in the UK during the late 40's and early 50's. To destroy this groundswell, **PLEX UK** copyrighted his name, his face, and his music, releasing track after track of sanitised, safe **Retro-Rock™**. Savage has never been heard of since.

Some hard-liners still use the term in its original sense, covering such diverse twenty-see genres as Punk, Gothic, Metal (from Glam through to Death/Hardcore), as well as the sounds of the progenitors of these: Bowie, Iggy Pop and Lou Reed, and certain pre-AOR artists. Primal message (**Retro-Rock**): "Rebel!" (**Retro-Rock™**): "Rebel - buy more **PLEXcarts!**"

Chrome

Growing out of a fusion of millennial Industrial sounds, and post-millennial TechnoRock/Acid Punk, Chrome is the mainstay metal of today. Bearing the sentiments and values of the (non-**PLEX**) **Retro-Rockers** with a modern sound, such artists as Silverhand would be globally recognised if the **PLEX** would touch them. Unfortunately, Chrome is too hot a potato, and many of the artists are politically unsound. Instead of playing live to millions, Silverhand and his ilk must satisfy themselves with live audiences in the thousands, small-time recording deals, and pirate broadcasting. Generally regarded as the most "live" of modern music. Primal message: "Live life".

Classic

A catch-all term used to describe anything pre-2030 (or so). Many "classic" forms are still alive in one form or another today, especially the more deeply rooted cultural musics, such as Reggae (aka Raga, Skank, etc) or Country and Western (although C&W is largely **PLEXified**, there are still a few outlaws making music). Even Andy Williams is categorised under this banner (classical mid-twentieth century middle-aged music). Message: "This is old, or sounds old. Buy it and remember..."

サツポロ生ボール

生

Broadcast

Broadcast media have changed little in concept from the early teens, save for the death of radio as a cultural force. A few local radio stations still exist, and it is utilised to a greater degree in the poorer countries, but in the most part "Video killed the radio star". Most habitations in Britain have a triple-feed: multiple High Definition TeleVision (HDTV) channels, several Three Dimensional TV (Tri-D) channels, and an on-line Simulated Stimulation (**Sim/Stim™**) session.

A typical home console would consist of a base unit with audio telephone, fax and answerphone service; several flat-screen HDTVs slaved of the base unit, usually in different rooms; a Tri-D screen (which can double as a further HDTV monitor); and one or more **Sim/Stim™** rigs and trodesets. More advanced systems include a videophone and Net console as standard. Input to the home is usually via cable (99% of which is fibre, with the 1% remaining copper cabling too costly to replace, and of inadequate bandwidth for **Sim/Stim™**), although some more remote sites, or large buildings are served by a satellite link.

HDTV

The primary broadcast medium, with most homes able to pick up 100+ channels. **PLEX UK** broadcast over 30, including franchised stations such as Branson Broadcasting's BBC1, 2, 3, and 4, and the "legacy networks" of Sky and Eurosat. There are a number of localised "Community Access" stations, usually broadcasting on low res pre-HDTV kit, and of mediocre quality. At least 7 of the **PLEX**-sourced channels solely broadcast low res reruns, with well over 30 other "Gold", "Classic" or other repeat channels available.

PLEX GLOBAL broadcasts 15 multilingual channels, mainly **PLEXverts** and marketing, with "24 hour **GLOBAL PLEXnews**" following the corporate line much as **NewsNet** does.

Pirate TV is available in most conurbations, broadcasting mainly in low res, and usually from mobile locations. While illegal, pirate is tolerated, as long as it maintains its low-level subversion, and while the threat of police action is always there, so far there has only been high-level **PLEX** interference when a network has attempted to go national (or in one spectacular case, global) or when a pirate has really pissed off the **PLEX**. There are usually two or three pirate networks available at any site, although some reception areas can pick up 5 or 6. Pirate is broadcast over electromagnetic media, so an old-style aerial or antenna is required to pick it up. Broadcasts are sometimes chained from one network to the next, but the **PLEX** monitors such hand off, and will happily clampdown on anything too threatening.

Tri-D

An autostereoscopic screen provides dual left eye - right eye images without any need for headset or glasses. Introduced in 2010, it was once the big thing, it became popular enough to reach most homes before **Sim/Stim™** took over the prime slot as "must have" entertainment. **PLEX** broadcasts 3 Tri-D channels, and most UK users have access (through subscription) to up to 30 more. Predominantly used for spectator sports and grand-scale dramas, there are at least 3 subscription porn channels, and several pirate rigs come on-line from time to time, although the bandwidth is such that cable or a sat-link is needed to receive the signal, and the service providers don't sell pirates airtime.

Sim/Stim™

The cultural phenomenon of the last 17 years. **Sim/Stim™** took over from Tri-D and more traditional VR in the late '30s, after a technically impressive, but poorly marketed start.

A headset containing non-intrusive electrodes is worn (although complaints of static and bleed-through have led to dedicated users investing (?) in cheap neural jacks). The 'todes or jackplugs allow the user to receive pre-recorded sensory data directly in the Sensorium - the part of the brain that fathoms out the mass of data that the senses feed in.

What a **Sim/Stim™** (Simulated Stimulation) user perceives is what the **Sim/Stim™** subject perceived, carefully edited and cut, of course. The user get the chance to "be" a glamorous model, without suffering the model's period pain and aching feet; to "be" a heroic champion without feeling the agony as another stunt goes wrong; all without the physical danger.

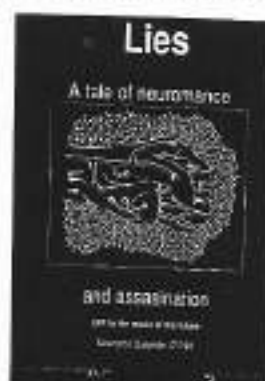
Unlike Trad VR, **Sim/Stim™** is completely passive - the user is along for the ride, and can merely be entertained by it all. **Sim/Stim™** channels broadcast a wide variety of soap operas, adventure epics and pornography. In addition, cartridges containing a **Sim/Stim™** "movie" can be played back on most consoles. These can be rented or bought - "Yours to keep forever. A wonderful tale of boy meets girl in a **PLEXmall**. Only 49 credits". Stars in **Sim/Stim™** tend to be short-lived, with careers lasting one or two series, or half a dozen cartridges. Two major exceptions to this are Tally Isham, possibly the very first big name in **Sim/Stim™**, who made it very big in the broadcast market, with such classics as "Tally Isham Interviews..." and "Orbital!", the long running corporate soap saga. Isham is now long retired, and her final work is rumoured to be due for release, but then, such rumours have been heard for years. "Just Tally" is supposedly a pornographic autobiography of Isham's career.

The rising star in **Sim/Stim™** is Aztech, who appears mainly in cartridges, rarely doing any broadcast work, except for the inevitable interviews on such shows as Barry Normal's "Stim '56" and the competing "Saturday Night in Your Front Room". Aztech is a significant star in the **Sim/Stim™** firmament not only for her vast success, durability and huge income (both personal and for the **PLEX**) but also for her famed distaste of cosmetic augmentation, and lack of implants, other than those necessary for the production of **Sim/Stim™**.

Aztech's popularity continues to rise, fanned by hysterical amounts of publicity, and tagging along on her coat-tails is a whole industry of marketing and supporting cast members. Suffice to say, in 2056, Aztech is *the* **Sim/Stim™** industry.

Books

The written word, needless to say, has virtually died out as a form of communication. The literature that survives, does so as "soundbites" (wordbites?) on the **PLEX's** ClassLit collection. Books are rare, and most under 30's wouldn't know what to do with one.



4. Money



Credit

In 2056 the most common form of money is the credit. All transactions are carried out through electronic funds transfer. Everyone has a **PLEX cred** account by virtue of citizenship, and if you're not a citizen, you're nobody. A **PLEX cred** account is keyed on the owner's SIN number. If you're SINless, then you can't own credits.

The "White" (i.e. legal) market runs on credit. Invisible, indivisible, a credit is no more than a bit of information, stored on a smartcard or hoarded in a banks mainframe. As "everyone" has a **PLEX cred** account, credits are used for all expenditure - at least that's what you're supposed to believe.

The smallest unit of currency supported by the **PLEX** for **PLEX cred** account to **PLEX cred** account transfer is 1.00 credits. Decimal credit, however, may appear on bills for services or goods charged to an account and settled (in unit credits) at regular intervals (i.e. a "tab").

New Yen

The New Yen would have become the global currency, had not the **PLEX** intervened. It is still legal to own and spend New Yen, but its really hard to buy anything legal with it. The New Yen is the currency of the Grey Market, and as such is widely used in semi-legal and illegal trading. It is untraceable and forgeable (although not easily) - no wonder the **PLEX** hate it!



One New Yen is worth roughly half a credit, but the actual rate of exchange varies depending on who, wherey and when the transaction takes place. The only way to exchange credits for New Yen is by purchasing Yen for credit, or vice versa, from a suitably disreputable agent. The supply of New Yen bills in any one area is finite, so (unfortunately) the rich cannot convert all their credit into New Yen to avoid taxes.

New Yen bills are often used in small stakes gambling, often halved or quartered to provide suitable stakes. The smallest denomination is one New Yen, and the largest, one thousand. There is no coinage associated with the New Yen.



Hard Cash

Illegal to own, difficult to exchange, but completely **PLEX** free, hard cash is the currency of the Black Market. To own pounds, dollars, deutchmarks or francs is to brand a person as a complete subversive, outside the domain of the **PLEX** and refusing to be subject to its laws. "Real" money is only ever used, and can only be used, for illegal purposes. All coinage or banknotes are valid in the Black Market, which sets its own prices and its own rates of exchange. It is usual to find that £1 = \$1 = 1FF = 1DM etc. £1 is roughly worth half a New Yen, or a quarter credit.

5. Technology

Replicants

The Artificial Persons Act 2048

An enhancement and extension of the Artificial Intelligences Act 2036, this act extended the remit of the Turing Registry to Artificial Persons, usually regarded as replicants, but unspecified in the Act itself. As with the AI Act, the AP Act gives Turing the job of policing "manufactured sentient organisms, or sentient facsimiles of existing recognised sentient organisms". In a nutshell, this gives Turing the right to expediate a Bladerunner retirement of any Nexus 4, 5 or 6 that is operating outside of a set of tightly defined parameters defined by the registry. Nexus 6s, by virtue of their implanted memories, are hardwired for expiry before ethical problems are deemed to arise. Whether the ethical problems arise from the AP Act itself is a matter for debate outside of this discussion.
- A Brief History of the Turing Registry (Unapproved), Steverna

Replicant (M) Des: BATTY (Roy)
NEXUS 6 N6MAA10816
Incept Date: 8 JAN., 2016
Func: Combat, Colonisation Defense Prog.
Phys: LEV.A Ment: LEV.A

Replicant (F) Des: ZHORA
NEXUS 6 N6FAB61216
Incept Date: 12 JUNE, 2016
Func: Retrained (9 Feb., 2018) Polit. Homicide
Phys: LEV.A Ment: LEV.B

Replicant (F) Des: PRIS
NEXUS 6 N6FAB21416
Incept Date: 14 FEB., 2016
Func: Military / Leisure
Phys: LEV.A Ment: LEV.B

Replicant (M) Des: LEON
NEXUS 6 N6MAC41717
Incept Date: 17 APRIL, 2017
Func: Combat / Loader (Nuc. Fiss)
Phys: LEV.A Ment: LEV.C

Synthetics - "More human than human..."

A replicant is bio-engineered lifeform, usually created from human tissues and constructed via an advanced bio-genetic assembly process. This process, and the replicants themselves, were created by the Tyrrell Corporation in 2035. They have progressed in design and capability until today, in 2056, they are almost indistinguishable from real people.

Nexus 1: The first generation of commercially available replicants went on sale in 2037. With a natural lifespan of four years, the Nexus 1 was little smarter than the average dog (the last of which had died out through CSE three years earlier). The Nexus 1 was obedient and strong, but stupid.

Nexus 2: Available from Tyrrell in 2042, the Nexus 2s were brighter and easier to train though fastlearn techniques, but a number were found to be rebellious and tried to escape. Although appearing physically identical to humans, their emotional, intellectual and social skills were so weak they were easily tracked down by the newly formed Bladerunner squads.

Nexus 3: This model was a total failure, and was never marketed. Rumour has it that viral code somehow entered the genetic replication system, and 3s were decanted as shapeless masses of human organs and tissues. Tyrrell had pre-announced the Nexus 3 in 2044, and its share price bottomed when it had to withdraw the 3 from production.

Nexus 4: The 4 was everything the Nexus 3 should have been. The most widely manufactured and modified model to date, the 4 was far better at social interaction and response learning than the 2s, and considering the number sold since its introduction in 2046, it is amazing how few have required termination. Without the strong self-awareness of the later 5s and 6s, the 10 year lifespan of this model was used by the Turing Registry when determining the limitations on the 5s and 6s.

Nexus 5: The Nexus 5 was a breakthrough. Physically on the far limit of human achievement through sophisticated over-engineering of the basic human design, their intelligence was above that of over 50% of humans. Introduced in 2048, they were soon limited by two things: the first, the Artificial Persons Act 2048, which limited their free will and lifespan; and the second, their emotional immaturity and basic instability which led to numerous suicides or violent rampages. Tyrrell had to do something, and they did...

Nexus 6: Introduced in 2051. Physically and mentally of a similar ability to the 5s, the 6s were created with a past, to cushion their emotional responses and provide a greater stability. Brainmapping was not sufficiently advanced to allow pre-"birth" imprinting, so a personality and memories were hard coded into a biochip, with neural feeds into the brain. Experimental models had the biochip places at the base of the spinal cord to facilitate easy removal. In addition, the experimentals automatically backed up their memories to a store on the biochip, in case of damage to the brain. Turing insisted upon a termination method for the Nexus 6, that could be timestamped with an expiry date at "birth", to prevent the development of "real human" emotions, and so avoiding the problematic moral dilemmas that would ensue in defining what was human anyway. The favoured method of termination of a Nexus 6 was via a cortex bomb, which would destroy the brain totally, but cause no damage to the surrounding area. Tyrell often augmented this (in experimental models) with a custom virus than would unravel the Tyrrell-designed genes to prevent clonal copying.

Terminators

Cyberdyne Systems is Tyrrell's major competitor in the military standalone wetware market. Cyberdyne's original market was in security technology, but by 2031 it had expanded into robotics and cybernetics. Cyberdyne was first to market in 2033 with the Defender - an android canine that mimicked a guard dog in ferocity and loyalty. When the CSE had obliterated the canine population by late '34, Cyberdyne had cornered the market, and was looking to expand.

Cyberdyne had spent 12 years in research on the development of a human android. By 2037 the only fruits of this research had been the (enormously profitable) Defender "robocanine" models, and the Cyberdyne board was contemplating cancelling the expensive program when Tyrrell's first replicant was announced. The board got excited and then scared. They accelerated the research with the aim of putting a product to market.

Cyberdyne initiated unfriendly takeovers of companies with suitable technology: RUR in late '37, and US Robot and Mechanical Men Inc. in 2038. Late in '39, they released the first mechanical humanoid security system: the T-400. In 2043 Cyberdyne bought out OCP, utilising technology from it's "RoboCop" programme to develop the T-800. In addition, Cyberdyne cancelled OCP's unreliable ED-209 models, a move that brought the company much public acclaim.

T-400: The "Enforcer". Purely mechanical, with an armoured titanium steel casing, the T-400 series was efficient, but unsubtle. Ideal for overt security, the series failed in its secondary market - covert security. Cyberdyne enhanced the design, moving more systems within the endoskeleton. This move enabled the production of the T-600 series.

T-600: The "Enforcer II". Launched in 2043, the E-2 replaced the T-400's armoured shell with a plastic skin, moving over 90% of the systems within an armoured endoskeleton. This series sold well against Tyrrell's Nexus 2, as Cyberdyne played up the total programability of the range against the incidents (all be it few) of rebellion by the Nexus 2s.

T-800: The "Terminator". Reworking OCP's research, Cyberdyne replaced the plastic skin of the T-600 series with human flesh, blood and skin. The T-800 was completely self contained within the armoured endoskeleton, and all the externals were purely cosmetic. Introduced in 2048, the Terminator made Cyberdyne's name, supplanting Tyrrell's Nexus 4 and the newer, but unstable Nexus 5 in the top levels of the covert security market. Still in production today, the T-800 still competes well with Tyrrell's latest, the Nexus 6.

Rumours persist of "made to measure" T-800s, with a living persons's appearance, retina prints and voice patterns. Cyberdyne repeatedly deny the existence, or the possibility of such a model, and cite the expense and technical difficulty of manufacturing a Life Model Decoy (LMD).

T-1000: Nothing more than a rumour, the T-1000 series has been the subject of speculation since 2054. Many versions of the rumour exist, but the core of the story revolves around the premise of a high capacity for appearance change, be it by hologrammatic techniques, nanotech mutability and re-engineering, or some hypothetical "mimetic metal". Cyberdyne deny any such capability, and a spokesman stated in 2055 that the T-1000 would be "an advance on the T-800 comparable with the technological leap from the Nexus 4 to the Nexus 6".

Asimov's Three Laws of Robotics:

"1 - A robot may not injure a human being, or, through inaction allow a human being to come to harm.

2 - A robot must obey the orders given to it by human beings except where such orders would conflict with the First Law.

3 - A robot must protect its own existence as long as such protection does not conflict with the First or Second Law."

Cyberdyne's Law of Cybernetics:

"The customer is always right."

Clones

At this juncture, a word must be said about cloning. Still legally a grey area, most of the issues regarding cloning are settled in the copyright courts. A person's genetic code is regarded as their personal property, and they have sole copyright over it (assuming they are legally citizens). Cloning is technologically simple compared to designing and biogenetically manufacturing a replicant. At its simplest level, a clone can be created in vitro, and implanted into a surrogate womb (natural or artificial). However, all that will result in is an "identical twin" of the subject, without the subject's mind or memories.

Even given the above, successful cloning is still an expensive and longwinded task. To prevent replicative degeneration, a clone must be grown at normal rates, requiring at least 15 years to mature. For use as a transplantation donor, little more needs to be done, except for rationalising the moral ambiguities that ensue when the clone achieves self awareness as part of the natural growth process. Would you take your healthy twins heart (and probably life) to save your own?

Individual organs can be grown in "vats" of nutrient and used for transplant purposes, but at a higher per organ capital cost than cloning, and a much higher cost than purchasing from organ-leggers or body banks (both globally illegal).

For a more permanent restorative, how about a whole new cloned body (including brain, the only organ that cannot be replaced by transplantation, and the most subject to aging damage)? A clone is created, and then grown in a vat, as for a singular organ. Again, the clone must be matured at natural rates to ensure an uncorrupted copy. During this period, the brain must be carefully stimulated to lay down suitable pathways for brainmap implantation. Once the clone is fully grown, a brain to brain copy may be attempted. These are successful no more than 20% of the time, as the veracity of the copy is difficult to determine, due to the low level of understanding of brainmap structures. Even given a successful duplication, problems can arise with the original subject refusing to believe the "awakened" clone contains their mind and memories, and legal difficulties are almost certain to ensue. Never the less, cloning is a favorite method of immortality for the hyper-rich. Popular, however, it is not.

Artificial Intelligence

Despite the usual rejoinder that AI is a contradiction in terms, there are a number of computer generated constructs that can mimic human thought processes, and a slightly larger number of constructs that are regarded as sentient, but it is found that classifying such intelligence is nigh on impossible.

All AIs are limited by the Artificial Intelligences Act 2036, and the Turing Registry are required by their terms of reference to inspect and secure all AIs. Inspection ensures that the free will of the intelligences is limited to one or two degrees of freedom, and securing the intelligences ensures that all AI systems have a failsafe shutdown method, should a rogue occur. Said shutdown system is likely terminal to the intelligence concerned, and certainly expensive in replacement hardware, as it usually involves physical destruction of the core memory and CPUs.

AIs are used for many purposes, and some have limited citizenship under the limitations of the AI Act 2036. Most major corporate data structures are ICED by AI-generated code, and many R&D labs use AIs to evaluate and extrapolate data.



6. The Net

In the late 20th century, the global computer network known as the Internet grew until it had multiple points of presence in every nation on Earth. At the turn of the century the advent of multimedia and virtual reality transformed it into more than just a data network.

Computer man-machine interfaces have advanced beyond the twentieth century's graphical and VR-based state-of-the-art. The standard interface is via a consensual hallucination generated by a cyberspace deck. Plugged directly into the brain's sensorium by head mounted electrodes or direct-wired sockets, this graphical, auditory, tactile representation of data virtually images the global network as a web of lines and neon data structures. It is here in the Net that crime can really pay.

The Net is not a single entity, instead, it is a largely unmanaged amalgamation of a hundred thousand networks, with tens of millions of machines connected. While the underlying hardware of the Net is as varied as the colours of the butterfly, the perception of the user portrays it as a homogenous whole, through the medium of the consensual hallucination that is cyberspace.

The Net can be accessed in a number of ways, from a simple character-based terminal (as has been used for nearly 100 years), through the possibilities of multimedia and on into the state of the art: direct neural input, via a trodeset or jackplugs. Direct neural input (DNI) allows the user to perceive the Net as pure sensory data, in a similar manner to **Sim/Stim™**. This is cyberspace.

Everyone uses the Net, whether they know it or not. Transferring credit from one account to another, using the phone or vidphone, watching cable, buying on Home Shopping Channel, or getting a parking ticket, all rely on data traversing the net. Printing off a statement at an ATM, or buying a screamsheet at a news terminal are both uses of the Net, and traces of activity are left in records on systems and logs on monitors.

Netrunning is the use and misuse of the Net. A netrunner may be a legitimate troubleshooter seeking flaws in systems or installing code patches remotely. A netrunner may be a hobbyist searching out that elusive piece of data on public access databases across the planet. Or a netrunner may be a thief, a hacker, a data bandit hijacking information or credit transfers and selling them on for profit.

All the information that is, and has ever been captured electronically is somewhere in the net, be it your childhood school records, or your complete genetic profile. Someone, somewhere can profit by it. To maintain data security, corporate databases and mainframes hide behind walls of security programs known as ICE. ICE is usually benign, merely preventing unauthorised access to the systems it protects, but netrunners tell tales of Black ICE - lethal security that can scramble neural pathways or flatline your heart. Most of these tales are regarded on the same level as 20th century stories of electrocution by telephone.

Netrunners are usually hardwired to their decks - sophisticated computer systems that generate the virtual sensory environment that is cyberspace from the underlying protocols, transports and data. They disdain the trodesets of casual users and corporate professionals for many of the same reasons the dedicated **Sim/Stim™** junkie prefers jack plugs - lack of static bleed through, better signal quality and faster response times.

Software is available, illicit and illegally to make a netrunner's life easier. While the very best can hack through standard ICE using nothing more than their deck's firmware programs, and their own brainpower, most require some form of ICEbreaker - a program specially coded to divert and disable ICE. The very best (and most expensive) ICEbreakers are developed for military or espionage use. Get your hands on a copy of one of those, and the world's your oyster.

7. Bibliography

"Use what you can, then chuck the rest away..."

For further information on the sources that shaped this world (and have been both plagiarised and massively adapted), you could do worse than look up the following references.

Text:

- Neuromancer, Count Zero, Mona Lisa Overdrive, Burning Chrome
all by William Gibson.
- Stand on Zanzibar
by John Brunner.
- Hardwired, Knight Moves
by Walter Jon Williams.
- Eclipse
by John Shirley.
- Mirrorshades
edited by Bruce Sterling.
- Do Androids Dream Of Electric Sheep?
by Philip K Dick.

Video:

- Blade Runner
- Robocop & Robocop 2
- Highlander 2
- Soylent Green
- Alien, Aliens & Alien 3
- Outland
- Terminator & Terminator 2
- Total Recall
- The Running Man
- Split Second
- Time Bomb
- Mad Max, Mad Max 2 & Mad Max 3
- Silent Running
- Max Headroom
- Nemesis
- Akira

Comix:

- American Flagg! by Howard Chaykin etc; First Comics.
- Sex Warrior by Pat Mills & Co; Toxic!
- Lazarus Churchyard by D'Isrelli; Blast!
- Miracle Man by Alan Moore, Neil Gaiman, Gary Leach, Alan Davis,
(& others); Warrior.
- V for Vendetta by Alan Moore & David Lloyd; Warrior.
- Camelot 3000 by Brian Bolland & Co; DC comics.
- Luther Arkwright by Brian Talbot; Harrier Comics.
- Third World War by Pat Mills & Carlos Ezquerra; Crisis



9. Manifesto

Opening Nite at the Nosferatu

is run as an event for the TTSNB Club. The event is covered by the **Adventurers' Guild** LRP public liability insurance, which we believe is the best (and possibly only) insurance specifically designed for LRP. For further details contact-

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Thanks

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Everyone who booked early. Many thanks, and sorry you had to wait so long for the paperwork. We hope you enjoy it.

Clubbing

THINGS THAT SHOULD NOT BE is a Live Role-Playing Club, run on a strictly non-professional basis. **THINGS THAT SHOULD NOT BE** runs 1920's, Gothic and Modern-Day horror weekends at sites throughout the country. Contact Martin Jones (address available from the **interwized** referees) for details.

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BRITAIN! IT'S 2056! DO YOU KNOW WHAT YOUR CHILDREN ARE?