

LOCATIONS

CHAMBANA, ILLINOIS

This isn't exactly my hometown, because my hometown would probably be dried up by 2050.

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FACTS AT YOUR FINGERTIPS

POPULATION:

Human:	62%
Elf:	20%
Dwarf:	9%
Ork:	5%
Troll:	4%
Other:	1%

WHEN TO GO

The weather around here is just about like any other midwestern town: sweltering hot in the summer and bitterly cold in the winter. If you really want to come here, do it in May and June or September and October. January and February, temps are usually well below freezing, sometimes getting to -40°C during the night. Spring is the wet season. Pollution from other parts of the continent have changed the weather patterns over the last 50 years so March to early May is almost like monsoon season (be sure to look out for those tornadoes, too). Summer is always hot and humid.

GETTING THERE

Chambana is about 280 km south of Chicago on route 57. The six lane highway is well maintained and well policed. Besides the airport, I-57 is the only lifeline to the civilized world.

Willard airport is about 1 kilometer south of town. Compared to the long drive from Chicago, security at Willard is relatively lax. A couple of contacts, a few bills and you're in.

»»»You expect me to know someone in Chambana?!»»»

— Ginsu (18:47:12/2-23-53)

»»»Hey, I know someone who's dad's roommate's cousin's mother's stepson drove through once.»»»

— The Joker (23:50:14/2-23-53)

WHAT IT COSTS

The public transit system here is quite good. Fifty cents gives you a ride just about anywhere in town. There is a cab company, but the bus is cheaper (unless you need something more private). The prices of most consumer goods is inflated 10% or more due to this being a campus town. For more "normal" prices, you'll have to go to the outlying residential areas.

TOURIST INFO

LEGAL ASSISTANCE

For students, the Student Legal Center is located in the Student Services Building. It is funded through student fees, and it is free to them. The faculty have a similar service. For persons not directly connected with the University, there are private lawyers around. The Metahuman Rights Agency of Chambana (located at 1542 W Springfield) provides assistance to any metahuman that can prove citizenship to the UCAS (because it's subsidized by the government); although if you're a hard luck case, they'll let you by.

MEDICAL ASSISTANCE

The only public hospital is the Urbana Public Hospital. It is overcrowded and understaffed. McKinley Clinic (called McKillMe by the students) is run by the University and only admits students, staff and faculty. Carle Clinic is the hospital of choice around here, even though they're prices tend to be a little on the high side.

»»»Just thought you might want to know that the medical examiner spends about half his time at the Urbana hospital.»»»

— Sinjin (00:52:12/1-25-53)

CHIPS 'N' STUFF

According to the recruitment pamphlets, there is no problem with illegal substances. If you believe that, I've got some ocean front property for you. A recent, unpublished survey of UofI students showed that over one fourth of undergraduates use some form of controlled substance(s). Alcohol is relatively free-flowing from the many bars and parties around.

ENTERTAINMENT

This being a college town, everybody and his uncle is in at least one band. All this means is that there are a lot to choose from, not that you'll find a good one. Seriously, though, there are two or three good ones around. The night life is all around, sometimes even during the day. Every fraternity and sorority has a party every weekend (you'll even find six or seven during the week). On every block, you will find at least one bar. Their styles and clientele differ so much that there's one for everyone.

CITY AT A GLANCE

GEOGRAPHY

If you're taking a Geo. class, let me help you out a little: flat, corn, soybeans.

»»»You forgot barn, cow, and beer can.»»»

— The Joker (16:36:39/11-19-52)

POLITICS

The city is completely owned and operated by the University. Chancellor Martin Keene would be the equivalent to mayor here. Under the Chancellor is the Board of Directors made up of ten people. The vacancies are filled by a vote of the board.

ECONOMY

Everything around here is made and packaged for student consumption. That makes everything cost about 10% more than in the surrounding areas. There is another, somewhat hidden economy around the research done here (that's probably the one you're interested in).

»»»Ya mean, there's a reason for runners showing in Chambana?!!»»»

— Arthur Murray (10:07:01/08-04-52)

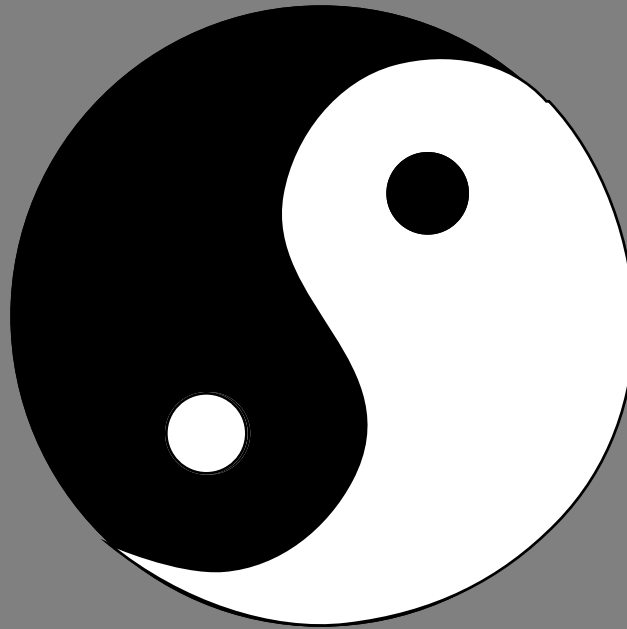
»»»I make a point of vacationing here. Something about corn just speaks to me, y' know?»»»

— Jogger (20:59:13/08-20-52)

»»»Whatever you say, chummer. (I guess he's on his way to becoming a corn shaman, or something.)»»»

— Skeptic (21:34:15/08-20-52)

The Taoist Corporation



Now Hiring
LTG: 100 (16-9823)

NEIGHBORHOODS

The Quad

Rating AA

Every college has a quad, and this one is no exception. All of the older buildings on campus are located here. It is constantly patrolled by campus police on foot and bicycle. In 2046, a mutant virus escaped from the biology lab and killed all the vegetation in the quad area. The grass has been replanted and is making a comeback; however, they have not been able to get the trees to take hold.

Campustown

Rating C

This is the “seedy” part of town, although it probably pales in comparison with some of the places some of you are used to. With the exception of Marketplace Mall, all the bars, shops, and eateries are located here. The University has put a boundary on Campustown, not allowing any new building unless new ground is rezoned by the Board »»»Fat chance of that!«««. This has caused the property values to skyrocket recently.

Marketplace Mall

Rating A

This is the other place to find “student stuff.” There are guards walking around constantly, but they are prohibited from carrying firearms on duty. Unlike most other multi-story buildings in this part of the country, Marketplace has only one floor above ground. The other two are below ground.

Sports Arena

Rating B

The Morrow Sports Center was built in 2016 next to Assembly Hall. The new facility is about the size of Madison Square Garden in New York City. It features a 2500 seat theater, football field, and full size combat biker arena, all indoors.

»»»In 2015, Field collapsed during a riot after the I Bowl. Seems the ref made a bad call in favor of Penn State and Illinois lost the game because of it.«««

— Gui (23:51:09/12-23-52)

Downtown

Rating D

There's just nothing important to see in the downtown area: just derelict buildings and squatters. This is where the kids go to blow off steam, hit a Stuffer Shack, or mow down some squatters.

West Side

Rating C

This is the better of the two residential districts in town. All of the University employees that live in town live here. It takes up most of what used to be Champaign.

South Farms

Rating B-C

Ag students know this part of town like the back of their hand. Strange thing is that the number of Ag students has increased, while the number of farms has decreased.

»»»I've heard there's thieves around there. Who would steal a tractor???»»»

— Patch (00:21:43/1-22-53)

»»»They're not after equipment, they're after the real food.»»»

— Kiso (02:31:00/1-22-53)

»»»I heard someone stole a cow last night.»»»

— Patch (22:08:50/1-23-53)

»»»Don't you people have anything better to talk about?»»»

— Gui (23:48:21/1-23-53)

East Side

Rating D

Formerly the residential district of Urbana, the east side has been severely neglected since the University took over. The people that live here are one step away from downtown. The cops don't come here, but crime is kept in check by vigilante gangs and neighborhood watches.

Southwest Residence Halls

Rating B

All the rich kids live here. They have the best security, the best food, and the best entertainment, I mean tutors.

Northeast Residence Halls

Rating B-C

The NE residence halls is mainly for kids on financial aid. Life here is not much better than the east side. Yeah, the cops come around once and a while, but they don't care much.

»»»This is the route they put 'em on before they're out the door.»»»

— Kiso (21:59:01/1-15-53)

Underground

Rating E-X

Under the campus is a network of steam tunnels that go on for miles. Many of the orks and trolls in town live in the "subtown".

»»»That's subsprawl for all you city folk.»»»

— Smiley (23:15:53/1-28-53)

They don't like humans, elves or dwarves much down there, so I don't know much about it.

UNET

Since the campus is very dependent on computers, there is an RTG dedicated to Champaign called Unet. Each college within the University (Engineering, LAS, Thaumaturgy, etc.) as well as administration and the student account system have their own LTGs. There are three other LTGs representing MarketPlace Mall and the old Champaign and Urbana.

Probably between 1/4 and 1/2 of the students are involved in decking. There are times when the system load from them slows the local nets so much the only way to purge the system is to shut it down completely for a few hours.

Access is relatively free. Every student is given a computer account for class work, information exchange, and, of course, playing around. Around the University records and research nodes, though, the IC is very thick.

»»»Every year, they have at least one student fry trying to poke around the top secret stuff.»»»

— Joe Shmoe (12:14:24/12-13-52)

»»»The latest word out now is their AI project. Supposed to be farther along than any of the major corps'. Does anyone else know anything specific about it?»»»

— Dangerous Dave (16:17:31/2-30-53)

»»»I'm sorry, Dave, I can't tell you that.»»»

— HAL (03:22:09/3-2-53)

»»»Yuk, yuk, yuk. You two clowns finished fooling around yet? Was any part of that routine based in fact?»»»

— Micromara (10:25:12/08-04-53)

»»»Yeah, over at the cafeteria, at least one student fries every year. Usually, they just microwave soystuff.»»»

— ENESTMP: No Stamp —

PLACES OF INTEREST

Illini Student Union/Illini Union Hotel

High Class Hotel(5 floors) / 704 Green St. / No racial bias / LTG# 102 (33-2214)

The Union was recently renovated after a fire that toasted the third floor. The rooms are large and comfortable. With each night's stay, you are given credit toward room service.

The basement and first two floors are occupied by student offices and recreation centers. In the basement is a cafeteria, computer center and bowling lanes.

Beckman Institute

Office/research building(12 floors) / 701 Springfield Ave. / LTG# 253 (34-6482)

This is the largest building in town, and one of the most impressive. The security here is top notch, probably because of all the government research going on in here. It is common knowledge, though, that there is a supercollider buried under the building. Also in here is the AI project for the University.

C.O. Daniel's

Night club and bar / 613 Daniel St. / LTG# 532 (68-6258)

This is your basic hangout for the Greek geeks. Waiting lines on the weekends can be more than two hours long. I would tell you the name of the manager, but the place changes hands so often that the city's records are usually about three or four owners behind.

Blind Pig Company

Nightclub and bar / 415 Oakland Ave. / LTG# 532 (46-2842)

The Blind Pig Company is where the local bands can get their first real gig. One night a week, they have an open stage where anyone and walk in off the street and play (assuming they can get past the check at the door).

Phantazm

Night club and bar / 530 Springfield Ave / LTG# 569 (28-4697)

Wixo, the owner, owned a bar of the same name in Seattle before it was blown down in a gang war. After some flouting around, he settled in Champaign. The Phantazm, which opened about six months ago, has all the ambiance of a big city bar.

»»»This place is so popular with the kiddies they have to make a reservation about three weeks in advance.»»»

— The Joker (04:15:27/03-03-53)

COLOMBIA

Juan Carlos Ochoa Mantilla

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BRIEF HISTORY

(From official history texts.)

The turmoil that shook Colombia in the last decade of the 1990's finally concluded in '98 when the United Revolutionary Army (formerly a loose coalition of free entrepreneurs, then wrongly called "drug cartels", took Bogota, the capital, in a protracted siege lasting almost two months. The United Nations sanctioned the coup, for many of its members were on cartel payrolls and had been there for a long time.

The governing cartels immediately started a fast industrialization process, both by exploiting Colombia's rich supply of natural resources, and establishing a framework for the illegal acquisition (and pirating) of software and consumer electronics; however, their main source of income had always been recreational pharmaceuticals, and these were produced in an industrial manner now, new laws allowing for legal cocaine and poppy production in rural areas. Processing centers were built by the state, giving appropriate prices for product.

Military forces were greatly improved in the following decades, and smuggling networks were vastly improved. Business boomed, and Colombia was on it's way to becoming a major South American state.

Then came the Awakening. The rigidly controlled martial rule crumbled before the indiscriminate changes on the population. Anti-metahuman feelings were strong in the higher strata of the population, but quickly were forgotten as it became apparent that goblinization was not caste-based.

Riots in the major cities, and their subsequent reprisals, culminated in a small-scale civil war, much like the one that led the cartels to power 33 years before. Government forces resorted to the use of Seven-6 nerve gas and live ammo in cities, and rural uprisings are said to have been napalmed from planes. The 8th of December revolutionaries were formed during this period, and are still a major destabilizing force in modern day Colombia.

The strong-handed tactics apparently bore fruit.

As the Cartel forces regained control a second shock struck Colombia. A mercenary force, contracted by ORO Corporation took the Palacio De Narino on the 10th of November, 2018, traditional seat of Government, and broadcast a message, masquerading as revolutionaries and requesting immediate transfer of power to Luis A. Pertuz, an ORO proxy then living in Aztlan.

ORO (Which would later become Aztechnology), failed to realize that the president was and had always been a cartel puppet, and as such easily replaceable. Military forces surrounded the Palacio, and all public and private channels were used to broadcast a military demand of unconditional surrender to the mercs. Tanks surrounded the Palace, and immediately opened fire. Autocannon fire rang through the city all night long.

By 0700 the Palacio stood in ruins. At 0722, a strike force of Euro mercs in stealth-enabled APC's bore down on an ORO vocational Center in Cancun, Aztlan, and eliminated over 200 employees, including three of the top softpirate experts and Senor Pertuz. ORO assets in Colombian territory were nationalized (or demolished), and all employees executed.

Construction of a new seat of government began immediately. By 2034, a 200-story matte black monolith stood above Bogota. The building, called the Sede gubernamental de Colombia, is an architectural wonder. Almost an arcology, it houses all government related offices, the state media stations and the army high command. Terrorist attacks were thwarted in '34 and '35, reportedly by a clever mix of technology and corrupted death spirits.

The birth of Amazonia signaled the first defeat for the druglords. The metahuman army, heavily bolstered by magic and Awakened creatures, slipped the borders and took the Llanos Orientales, or Oriental Plains, in less than 72 hours. Army units and guerrilla encampments alike were neutralized without the least call for help. The great dragon Chibchacun (sheeb-sha-KUN), was assigned as protector to the newly acquired lands and rules to this day, with extensive recovery in erosion afflicted areas evident from sat-scans. Foreign presence in these lands in discouraged with magic and high-caliber autofire. Though no dragons patrol the aerial borders, EFA variants have been sighted, usually in flights of six, skirting the border and driving the military to a frenzy.

Occasional rigger smuggling runs occur, with high priced luxury animal skins, exotic enchantment materials being the most common items. Some report the occasional corp research team to be inserted and extracted with sufficient speed to avoid the Guardians (a name taken by the Amazonian border patrols).

COLOMBIA TODAY

A totalitarian government with such a strong hold on military assets tends to prosper. With the birth of ASIST technology, some predicted the fall of the non-vr drug economy, but the cartels were quick to adapt, and BTL is purported to have been perfected in this country.

Current economy centers around BTL, porn-simsense and cloned weapons. Coffee, flowers, tropical fruits and alkaloids are still strong, however, fetching high prices.

»»»Villavicencio is the town that comes most closely to a rigger heaven in Colombia. As a frontier town, it has the usual intrigue, and plenty of work for SINless chummers. However, please wear a Spanish knowsoft or else you'll be tagged as a "Gringo Corporativo", and every ten-yen street punk will ache for your credstick.»»»

— San Jorge (16-5-55/12:16:05)

The capitol, Santa Fe de Bogota, is today a sprawling plex of 16 million inhabitants, with a per capita income of 1,500¥ yearly, and security zones ranging from AAA to Barrio Simon Bolivar, a toxic battlezone south of the capitol, where the largest riots in the '30's were staged, and where the scars of government oppression still bear witness to the extreme force displayed.

»»»I was there, mano, with the 13th Brigade Infantry. Repression was severe, and the airstrikes that the Army denies *did* happen.»»»

— Lucky Ops (00:00:00/00-00-00)

BOGOTA MATRIX

The matrix in Bogota is divided in two parts, the public net, rating at green-4, and the government and corporate net, purportedly rating a heady red-5 ICE abounds in the Gov-Net, and there are no regulatory laws concerning the use of black countermeasures. This does not limit shadow activity, however.

DAYTON, OHIO

“Like, dude, where’s the firefight?”

MurrayMD <murraymd@dayton>

FACTS AT YOUR FINGERTIPS

POPULATION: 807,720

Human: 62%
Elf: 13%
Dwarf: 10%
Ork: 12%
Troll: 3%
Other: 0%

Population Density: 955 per square kilometer

Per Capita Income: \$105,000

Below Poverty Level: 24%

On Fortune’s Active Traders List: <1%

Corporate Affiliation: 42%

Education:

< 12 Years: 28%
High School: 33%
College Degree: 26%
Graduate Degree: 13%

Hospitals and Clinics: 11

LTG Access Numbers:

5513 (West and South)
6513 (East and North)
9513 (WPAFB)

»»»Excuse me? 13% have a Graduate Degree? Or is that 13% of those who received a college degree?«««

— Silver Cyanide (2:00:31/8-9-51)

GETTING THERE

PLANE

The Dayton International Airport is a major hub serving much of the southern UCAS, with flights from all major air and suborbital lines arriving regularly from around the world. Security is extremely strict about checking incoming passengers, but strangely lax about what goes out. A more serious worry than terrorism or hijacking, though, is mid-air collisions. The sheer volume of traffic over DAY has long since overtaken the capacity of air traffic control to handle it all. At least six serious crashes occur each year, and minor ones occur nearly every other week.

AUTOMOBILE OR BUS

Dayton is accessible by ground vehicle from Interstates 70 and 75. Drivers planning to pass through Dayton on I-75 are advised to take the I-675 bypass, which was enlarged to encircle the entire city. The rerouting of I-75 around Albany Village and the Oregon District has made for some awkward stretches to drive on.

»»»Awkward is an understatement. The road goes from three lanes to two lanes to three lanes and back to two in less than two kilometers, banks in the wrong direction in at least two places, and there’s even an on ramp that comes up through the middle of the fragging road! I’m half tempted to take out a contract on the guy that designed it.«««

— Fat Cat (11:00:35/8-13-51)

Rush hours on I-675 and I-75 are light compared to other cities’, with average speeds of 95 to 115 KPH. Since I-75 and most of I-675 are raised highways with no shoulders, state police are mostly unable to pull over speeders; thus, speeds upward of 150 KPH are common and easy to get away with.

TRAIN

Dayton is served by the Cincinnati-Dayton-Columbus-Akron-Cleveland bullet train line. A ticket on one of these trains costs \$45 for coach, \$65 for first-class. Four trains pass through in each direction per day, making it possible to travel to Cleveland in the morning to conduct business and return by 10 p.m. the same day. Although Dayton is not a major rail transportation hub, most locations in the UCAS can be reached by rail from Cincinnati or Columbus.

HISTORY

In 2014, Dayton became the unfortunate location of an unexpected natural disaster—a moderate-strength earthquake. Unprepared as the city was for the event, the quake caused millions of dollars of property damage to unreinforced structures and made a section of I-75, just north of downtown, collapse into rubble. The quake was the last impetus needed to drive business out of Dayton’s depressed downtown and east into Beaver Creek and the newly-incorporated Beaver Heights and Sugar Creek.

Dayton, like most other cities, suffered the effects of the VITAS plague in 2010, losing slightly under one fifth of its population. It survived the first wave of the disease at some loss to its economic health, which was poor to begin with. The second wave, however, ripped through Dayton in 2022, especially the seriously impoverished west side. Poor living conditions and inadequate health care left a staggering 57,000 people dead from the epidemic in West Dayton alone. A disproportionate number of the survivors of the second wave were metahumans—dwarves in particular—and many of Dayton’s metahumans moved into West Dayton to avoid rampant racism from the many poor, uneducated humans. Since the plague, Dayton’s human population has retained many of the ethno-racist sentiments prevalent before, while metahumans tend to be far more tolerant of ethnic as well as racial differences.

The megacorps saw the new ghost town of West Dayton in a different way: several hundred square kilometers of vacant, cheap land, ripe for razing and rebuilding. Gradually they bought up West Dayton, forcing the metahuman residents further and further east, right up to the Miami River. These land grabs eventually created a thriving new business community on the west side, bringing big business back to Dayton and injecting the local economy with new life. They also led to the creation of a gigantic multi-level squatter village around the intersection of State Route 35 and I-75, currently out of service. Constructed and populated mostly by dwarves, the new Albany Village (called the Pueblo by many Dayton residents) became a dwarven stronghold with a smattering of elves, orks, and poor humans. Nearby St. Elizabeth’s Hospital became the unofficial medical center for West Dayton’s metahuman community. Although the residents of the gigantic brick-and-steel pueblos are mostly law-abiding, Albany Village gets very little protection from Eagle Securities, Dayton’s law-enforcement authority, because of the difficulty involved in patrolling the mazelike community.

»»»Eagle doesn’t need to patrol the Pueblo; the community watch is quite active. If you plan to do anything illegal, expect to be accosted by at least six concerned citizens.«««

— Neil the Ork Librarian (14:19:02/8/13/51)

While all this was going on, the east section of the city proper was becoming more and more exclusively poor, white, uneducated, and human, with a pronounced tendency toward racism, violence, and general lawlessness. By 2020 the entire neighborhood of Linden Heights had descended into an uncontrollable state, with numerous instances of brutality directed against police who attempted to maintain order.

When black humans from West Dayton began crossing the river into the abandoned downtown as the corporations bought up their land, they quickly realized that they were dangerously close to Linden Heights, and formed a small militia which eventually grew into the powerful organized crime body known as the Nation.

Clashes between the Nation and redneck gangs from Linden Heights were frequent and bloody at first, but finally abated after several years when the Nation began providing drugs, weapons, and BTL chips to meet the demands of the nearby market. The Nation eventually occupied the entire downtown area, taking over abandoned high-rises and the twelve existing floors of the incomplete Mead Arcology (abandoned when, having barely begun its construction, the corporation went bankrupt).

One interesting aspect of the downtown/Nation area is the fact that the “public utility” buildings are left alone. When water and electricity were cut off from some Nation holdings after a raid on the main building by a band of renegade blacks, the boss decided that there are some areas best left alone.

»»»No drek, Mead went bankrupt... when the UCAS lost the Northwest, Mead lost its supply of trees for paper. Besides, who needs paper these days anyway?«««

— Corporate Lackey (17:11:20/8/13/51)

As the old United States split up and the UCAS was formed, Wright-Patterson Air Force Base became an increasingly vital position for the reorganized Armed Forces. Any equipment that could be relocated from Air Force bases no longer within the UCAS was moved to Wright-Patterson. The base itself expanded, doubling its size, and eventually became a manufacturing center for military parts and equipment.

»»»Rumor has it that there are still warehouses of transferred materiel (weapons, parts, lots of fun stuff) that the UCAS still hasn't sorted through. All of it's just sitting there collecting dust. Good luck even getting near it, chummer.«««

— Prism (09:23:14/8-13-51)

»»»Another rumor that has been around surrounds the existence of frozen alien carcasses found by the old U.S.A.F., complete with gee-whiz flying saucers. Next time your on a tour of the base, ask a uniform about Hanger 18 and see what response you get.«««

— Stalker (13:47:18/8-15-51)

Corporations specializing in high-tech industry continued to expand their holdings, purchasing land in Beaver Heights and Sugar creek. They suffered a serious setback when they ran up against the woodlands between Xenia and Yellow Springs. Attracted to the area by unspoiled forests and the Occult Studies program at Antioch College, many shamans had migrated to the area and set up residence, and they were bound and determined not to let the corporations raze the preserves. They received near-unanimous support from the residents of Yellow Springs, which included a large contingent of mages, metahumans, and leftist radicals completely unsympathetic to the desires of the corps. When corporate “executive teams” were sent in to scare, repel, and finally eliminate

their opposition, they were humiliated by the magicians every time. Yellow Springs and the areas to the south remain almost totally free of any corporate influence.

»»»It is not smart to frag with the eco-nuts in Granola City. Some of the things they'll do to you aren't especially friendly. They may hate killing animals, but they sure don't have any problems with killing poachers.«««

— Prism (09:27:12/8-13-51)

»»»You ain't just whistlin' Dixie, Prism. Antioch College is considered in magic circles to be one of the top five small magic schools in the *world*. Magicians of all kinds come to this area just to say they've been here. Those corp strike teams never had a fraggin' chance.«««

— Puff (02:26:10/8-14-51)

»»»Rumor has it that there's actually an Indian tribe re-forming around the Yellow Springs area, made up of descendants of the old Miami. Don't quote me on this, though.«««

— Blue Jacket (11:34:36/8-16-51)

ECONOMY

There are two major forces behind the Dayton economy: Wright-Patterson Air Force Base (WPAFB) and General Motors. WPAFB has a huge impact on the economy by the amount of civilians it employs and the number of businesses that sell products to the UCAS Armed Forces Logistics Command. For over a hundred years WPAFB has also been a center for research and development. That role has expanded steadily since the creation of the UCAS. R&D and high-tech manufacturing businesses are common throughout the eastern area, having one of the highest concentrations of technology in the UCAS today. These corporations not only do their own work, but do a lot of contract work for the base.

General Motors has several manufacturing plants in the southwestern Dayton area, making anything from synthetic polymer parts for the auto industry to the fearsome panzers used by the UCAS armed forces. While there is much automation in manufacturing here, many heavy manual jobs are still performed by hired workers.

LAW AND CRIME

Dayton's law enforcement is handled through an exclusive contract by Eagle Securities. Cooperation between the City of Dayton and Eagle is extremely high. Wright-Patterson even contains a training facility for Eagle employees. Eagle Securities provides security ranging from beat patrolmen to high threat strike teams. Eagle Securities is not the only firm in town, though. Sentinel Patrol Forces Company, Falcon Firefighters, and a branch of Knight Errant are some other firms operating.

Organized crime in Dayton rests primarily in the hands of the Nation. There is a Yakuza clan in Dayton, but it is not very powerful and operates almost solely in West Dayton. The Nation is not a Mafia in the truest sense of the word, but it has ties to the Mafia of numerous other cities, mainly because of its opposition to the Yakuza. It is similar to the Yakuza, however, in that it recruits only blacks and looks on other ethnic groups with strong distrust. It also has very few metahuman members. In recent years the Nation has gained enough political power by making contacts outside the Oregon District to extend its influence to cover about three fifths of the city.

»»»Be careful with these guys. Look at one for a millisecond too long and you're on their drek-list. They will hunt you down, corner you, and fill you up with premium leaded. And they are very, very patient.«««

— Fat Cat (11:29:03/8-13-51)

NEIGHBORHOODS

CENTRAL DAYTON

Security Rating

Oregon District:	Squatter Z
Linden Heights:	Squatter Z
Old Downtown Area:	Squatter Z (see text)

The Oregon District and Linden Heights are controlled almost entirely by criminal elements. Police rarely, if ever, venture into the Oregon District without a half-dozen armored riot vehicles and enough ordnance to toast the whole area. The Oregon District is under the thumb of the Nation, the leaders of which reside in a twenty-story former office building called Central located in the Old Downtown Area. Every business in the District is either owned or protected by the Nation. The area's population is almost 100% black and human.

»»»Unless you absolutely have to go in, stay out of this neighborhood. And never, ever be here at night. Of course, it's awful fun, but make sure your insurance is paid up.»»»

— Prism (09:30:42/8-13-51)

»»»If you obviously don't belong — that is, if you're not a black human wearing the right colors — but you're being escorted by someone who might, they won't shoot you on sight, but they will remember your face the next day and forever. Don't screw up.»»»

— Fat Cat (11:33:55/8-13-51)

Linden Heights is a zone of total anarchy. Populated entirely by poor white humans, the neighborhood is a nightmare of disease, starvation, and most of all violence. Virtually every citizen is armed to the teeth with weapons provided by the Nation as an incentive to leave them alone. Redneck gangs frequently foray down into Kettering to pillage stores and terrorize metahumans. Outsiders are loathed and easily spotted by the residents of Linden Heights, due to their uniform thick Appalachian dialect.

»»»Very scary. At least when you wander into Nation territory, you *know* why they're trying to kill you. In Linden Heights they do it for fun, or because they're bored, or because you have something they want, or because you don't have something they want so why the hell were you there anyway... they are not by any definition rational beings.»»»

— Fat Cat (11:36:33/8-13-51)

»»»Naw. We just do it for fun.»»»

— Spanky (22:00:17/8-15-51)

WEST DAYTON

Security Rating

Albany Village:	Lower Class D
Dayton View:	Middle Class AA
Five Oaks:	Upper Class AAA*
Jefferson:	Middle Class A
Madison:	Middle Class A
Trotwood:	Middle Class AA

West Dayton, particularly the neighborhood of Dayton View is a jungle of high-rise, glass-and-steel office complexes and condominiums. Hardly a trace of the area's impoverished past remains to be seen, as corporations developed the area as fast as they could in the '20s and '30s. Police presence is very heavy, and disturbances of the peace are dealt with quickly and severely.

»»»Note that being ork, troll, black, poor, or just plain scruffy is likely to be construed as "disturbing the peace."»»»

— Neil the Ork Librarian (14:37:16/8-13-51)

»»»Needless to say, there are many "dark and quiet" bars in this area where Mr. Johnsons do some heavy recruiting. Hey, I'm not gonna reveal where they are; I'm not stupid. But if you're new in town, this is where you should look.»»»

— Corporate Lackey (17:22:10/8-13-51)

One relatively undeveloped area in West Dayton is the banks of the Miami River in the Five Oaks neighborhood. Formerly a prestigious area with many luxurious condominiums, residents—mostly wealthy corporate types—became frustrated with the police's inability (or unwillingness) to deal with the influence of the Nation, just across the river, and circumvented both local government and local law to have the Riverside, Main St., Monument, First St., and Third St. bridges destroyed. The Nation, angry at community resistance to their exploitation of a ripe market for illegal goods and services, responded by firing a barrage of artillery and high-explosive missiles across the river into the residential developments. The residents quickly abandoned their properties, and the area of Five Oaks south of Grand St. and I-75 is now a decidedly lower-class area. The wrecked condos along the riverfront are inhabited only by squatters.

»»»An excellent place to crash when you just can't head home for some reason.»»»

— Prism (09:40:40/8-13-51)

The far-western areas of Jefferson, Madison, and Trotwood consist mostly of quiet, middle-class houses and apartments for wage slaves. A few metahumans may be found out here, mostly elves. In a curious reversal of traditional geography, there are very few black residents anywhere in West Dayton. West Dayton also contains the only Yakuza presence in the city, centered on the Dayton View neighborhood. The few violent conflicts between the Nation and the Yakuza tend to take place not on home turfs but in contested markets such as the South Dayton corridor.

SOUTH DAYTON

Security Rating

Oakwood:	Upper Class AAA
University Village:	Middle Class AA
Patterson Village:	Middle Class AA
Moraine:	Lower Class B
West Carrollton:	Lower Class B
Kettering:	Middle Class B-AA
Woodburne:	Middle Class B
Centerville:	Middle Class B
Miamisburg:	Lower Class C
Washington:	Lower Class C

Much of the economy of South Dayton revolves around AT&T and General Motors. AT&T is putting the finishing touches on an arcology extension of its regional headquarters alongside the Miami River. Currently most of its upper-level executives reside in posh Oakwood, a beautiful and insular suburb. AT&T, along with WPAFB, also channels a lot of funds into the University of Dayton and attracts many of the school's computer science, electrical engineering, and business graduates.

»»»Security in Oakwood is very similar to that in West Dayton, except even more discriminatory when dealing with metahumans and other nonresidents.»»»

— Neil the Ork Librarian (14:48:00/8-13-51)

»»»Don't speed in Oakwood. Just don't.»»»

— Logan (16:37:13/8-13-51)

»»»The “University of AT&T” still maintains its religious (Catholic?) heritage, grilling students with a mandatory course of study in ethics and philosophy (or religion). Therefore, AT&T gets quite a few businessmen with morals, which explains why their company is having so many problems. AT&T does not hire many runners, but when they do, you can bet it’s a good cause — and well-paying.»»»

— Corporate Lackey (17:26:10/8-13-51)

»»»If you’ve finished your second year at UD and don’t have a corporate sponsor yet, get used to a lifetime of disappointments.»»»

— Frustrated Flyer (00:09:20/8-14-51)

»»»UD also has a small but respectable magic department, but in line with the Catholic Church’s policies, it’s only available as a minor for Religious Studies majors.»»»

— Puff (02:36:29/8-14-51)

Moraine is the home of General Motors, containing the enormous plants which manufacture and assemble car, truck, and security vehicle parts. Well over half of the residents of Moraine and nearby West Carrollton, Woodburne, and Miamisburg are employed by GM.

»»»Moraine is a great untapped source for muscle. Cruise the bars and you can almost always find someone willing to stand in the path of a bullet for you if you’ll pay him enough.»»»

— Prism (09:44:16/8-13-51)

Kettering, long the most liberal suburb of mostly conservative Dayton, has the highest concentration of metahumans outside the city proper. Metahumans are somewhat segregated, with most orks and trolls living in west central Kettering near Moraine’s heavy industry. Many elves live in the heavily wooded areas in southwest Kettering. Most of the city’s displaced black residents who could afford to live outside the downtown area moved into Kettering, Moraine, and Woodburne; thus, this area is also the most ethnically mixed within the ‘plex. Almost alone of all the suburbs, Kettering’s public school system is exceptional.

Woodburne, Centerville, and Washington are remnants of the subdivision-crazed suburban sprawl of the 1990s. Although full of comfortable (if somewhat monotonous) homes for the well-educated, middle-class wage slaves who live there, the area boasts an astonishingly high crime rate. “Crimes of passion” are exceptionally common, and those convicted of such crimes are often deemed mentally ill. The suicide rate is three times the UCAS average. In addition, the confluence of I-75 and I-675, State Routes 725 and 741, and Alexanderville-Bellbrook Pike make the area especially attractive to go-gangs. The main streets are saturated with bars, samsense houses, nightclubs, bordellos, and the occasional illegal gambling house, to cater to the wage slaves’ thirsts for entertainment. About half of these establishments are owned and operated by the Nation or the Yakuza.

»»»Several go-gangs are merely motorized arms of the Nation and Yakuza, which makes for some interesting entertainment on a boring Saturday night. Especially if you join in...»»»

— Prism (09:53:33/8-13-51)

»»»What’s even more fun is watching a Nation-backed go-gang deal with a group of redneck rowdies from Linden who looked at ‘em the wrong way. Watching from a safe distance, that is.»»»

— Narcopygia (12:27:52/8-14-51)

»»»You’d better keep your distance. Some of us rednecks will come and whip your ass.»»»

— Spanky (22:11:53/8-15-51)

NORTH DAYTON

Security Rating

Harrison:	Lower Class B
Butler:	Lower Class A
Vandalia:	Middle Class A
Englewood:	Middle Class AA
Tipp City:	Lower Class B

Much of North Dayton’s economy centers around the Dayton International Airport and the industrial parks in and around Butler. High-level corporate executives live mostly in the quiet neighborhoods of Englewood, with a few larger estates along the Stillwater River. Vandalia, full of apartment buildings and condominiums, houses most of the lower-level execs. Most working-class residents commute in from Harrison and Tipp City, with a large metahuman enclave in northern Butler.

»»»For “enclave”, read “slum”.»»»

— Neil the Ork Librarian (14:53:13/8-13-51)

EAST DAYTON

Security Rating

Beavercreek:	Upper Class AA
Beaver Heights:	Middle Class A
Sugarcreek:	Middle Class A
Bellbrook:	Middle Class B
Spring Valley:	Middle Class A
Xenia:	Middle Class B

East Dayton revolves around research and development and “clean industry”—microprocessor, optical, and cybernetic technology. Wright State University, in Beavercreek, has one of the most highly-acclaimed cybertechnology research departments in the UCAS, much of it devoted to the production of realistic and functional prosthetics.

»»»Needless to say, illegal body shops abound. And nine times out of ten, you get a doc who knows what he’s doing — since half of ‘em are students trying to earn a little beer money on the side.»»»

— Corporate Lackey (17:30:35/8-13-51)

»»»Wright State has a very limited magical department, except in — you guessed it! — the healing arts.»»»

— Puff (02:44:39/8-14-51)

»»»Tell your wand waiving friends that if they want to learn about alchemy and radicals they should check out the Kulander Center at Wright State. They expanded their already reputable Geology department to include research into newfound radicals.»»»

— Lord Lucifer (01:13:43/8-13-51)

Most of these corporate executives reside in Beavercreek, whose police force patrols the western border rigorously to prevent incursions by gangs from Linden Heights. Gangs do occasionally make it through the police net, but since their raids are usually characterized by wild looting and raucous violence, security teams are very quick to track them down and put an end to them.

»»»Put an end to the raids or to the gangs?»»»

— Fat Cat (11:42:44/8-13-51)

»»»Beavercreek is yet another community where minorities are rarely seen, not because of outward hatred to them, but due to economics and a bit of “tradition.” For some reason, there just aren’t that many minorities.»»»

— Stalker (15:01:26/8-13-51)

Sugarcreek is a strangely deserted-looking area, dotted with research parks connected by roads, with open grassland and the occasional residential subdivision in

between. Beaver Heights and Spring Valley are where more of the actual manufacturing is done. Many of the workers in these plants reside in Centerville, Sugarcreek, or Bellbrook, or commute from Xenia.

WRIGHT-PATTERSON

Security Rating

WPAFB:	Government Base AAA
Wrightville:	Lower Class B
Huber Heights:	Middle Class A
Medway:	Lower Class C
Fairborn:	Lower Class B

Wright-Patterson Air Force Base is a monster. Since the formation of the UCAS it has engulfed the community of Riverside and the township of Mad River, bringing it right up to the borders of East Dayton and Huber Heights. Wright-Patt is the central hub for distribution of parts to all branches of the UCAS Armed Forces. Many of these parts are now manufactured in factories in Medway and Wrightville. Although the UCAS government owns all the land in these two communities, the factories themselves are owned by corporations to which the Department of Defense has contracted manufacture and supply of defense materiel.

»»»Wright-Patt is the UCAS Air Force. With the loss of most of the Army stations in the South and Naval stations on the Coasts, Wright-Patt is also practically the entire UCAS military.»»»

— Sgt. Slaughter (13:03:14/8-14-51)

»»»Wright-Patt has significant magical security. It is also a major thorn in the side of most Yellow Springs residents, due to the base's excessive levels of air traffic, noise pollution, and exhaust.»»»

— Puff (02:50:48/8-14-51)

Huber Heights is a bedroom community housing many of the officers stationed at Wright-Patt. What is left of Fairborn houses the base's enlisted and civilian personnel and many of the defense factories' higher-grade workers and paper-pushers. Most of the actual labor force resides in the immediate area where it is employed.

»»»What they don't tell you is the fact that Fairborn used to be twice as big as it is now. The old Air Force sent troops in to "protect enlisted servicemen from riots" and never left. The Air Force can set up a fence faster than the old Soviets could build a wall.»»»

— Shazzam (14:18:29/8-12-51)

»»»Due to the increased military presence here and the fact that blacks and metahumans tend to be less of a minority in the UCAS armed forces, racism in Huber Heights and Fairborn is minimal, especially among folks in uniform.»»»

— Neil the Ork Librarian (15:07:37/8-13-51)

»»»Of course, if you ain't an officer and don't have business with one, you ain't gonna be welcome in Huber Heights.»»»

— Maj. Disaster (18:20:33/8-15-51)

SPRINGFIELD AND YELLOW SPRINGS

Security Rating

Springfield:	Middle Class A
Yellow Springs:	Middle Class
Bryan Park:	Lower Class

Yellow Springs and Bryan Park have not contracted with any security firm for their law enforcement. The possession and transport of bladed and blunt weapons are not prohibited, but all firearms except for licensed rifles are banned. Offenses concerning Weapon Ratings E-J are heavily penalized (triple the normal UCAS punishment). Cyberware restrictions are also severe (150% the normal

UCAS punishment). Consider local police enforcement to be AA level.

Springfield is a rarity in the Ohio Megalopolis: an island community, relatively free from corporate influence, working for its living and surviving. Small corporations provide most of the resources Springfield uses to keep itself afloat. Wittenberg College, located in Springfield, is still a first-rate liberal arts college, though very few of its graduates are actively recruited by megacorporations.

»»»Don't worry your head about this place. I've never heard of a shadowrun going down in Springfield and don't expect to in my lifetime.»»»

— Fat Cat (11:48:28/8-13-51)

Yellow Springs is a back-to-basics community, home to a large number of political radicals, mages, and metahumans. Most of these characters are drawn to Yellow Springs by Antioch College, an alternative school with interdisciplinary majors such as Nonviolent Conflict and Change, Metahuman Studies, and Dialectical Political Dynamics. The real gem in Antioch's crown is its incredible Occult Studies department, which is in such high demand that it turns away 90% of all applicants rather than increase the student-to-teacher ratio. Although hermetic mages are welcome in the program, Antioch has the only magic school in the UCAS with a serious emphasis on shamanic magic, placing cultural and spiritual factors in the same league with magical theory and practice.

»»»The street fairs during the summertime are *incredible*, especially if you're looking for hand-crafted magical hardware. However, the residents tend to be very wary of any really well-dressed individuals, figuring they must be affiliated with a corporation or some other rotten organization. If you go, dress down.»»»

— Flash (23:44:32/8-15-51)

»»»It matters not how you dress. We will know your intentions however you disguise yourself, and will deal with you accordingly.»»»

— Mandrake (03:19:42/8-16-51)

»»»There's always one, isn't there?»»»

— Fat Cat (11:40:12/8-16-51)

»»»Where there is one, there are bound to be many.»»»

— Daysonic (14:23:35/6-16-51)

»»»Then you too may expect us.»»»

— Mandrake (14:30:22/8-16-51)

»»»Mark, chapter 5, verse 9.»»»

— Daysonic (14:23:35/6-16-51)

Bryan Park, formerly John Bryan State Park but now no longer affiliated with the State of Ohio, is a virtually untouched stand of forest covering roughly 30 square kilometers, one of only a handful remaining in Ohio. Over six hundred shamans have made their homes in Bryan Park, and they defend it aggressively from corporate encroachment. Popular perception also places a large number of elves in Bryan Park, though in reality the proportion of elvish Bryan Park residents is no higher than that of the general population.

PLACES OF INTEREST

The UCAS Air Force Museum

This dedication to the flying machine has been a tourist attraction for decades. Its four hangers are full of military aircraft dating back to that long forgotten World War I. Outdoors there are even more static displays of fighters and missiles along with picnic benches. Admission is \$5 for adults and \$3 for children with a donation barrel inside. Gift shop and cafeteria are also available.

FORT HOLLYWOOD — WELCOME TO THE JUNGLE

"I think you're wild.

You're chrome on my cyber, Hollywood Child."

— Elven Ozone, *Creamtronic Dreams*

Disclaimer: Hey! I get to write something for the Anarchists' Guide! Rock on! I've tried to make sure this is as accurate as possible, and I've called on quite a few of my friends to add their comments. Enjoy, chemsabes.

Jerry Stratton, Silver Cyanide <jerry@teetot.acusd.edu>

LOS ANGELES

A SHORT HISTORY OF HELL

The first thing people see when flying into Los Angeles at night is the sea of light. Los Angeles is the largest metrozone in North America. Extending from the Angeles National Forest 160 kilometers down to Northern San Clemente, from the Pacific Ocean 100 kilometers to Palm Springs, Los Angeles is solid urbania. There are sections of Los Angeles that haven't been seen by outside eyes for 20 years or more. East Los Angeles and the Watts District are today's versions of our grandparents' uncharted jungles. Who can forget Brigit McSidhe's classic performance in *Tarzana of the Jungle*?

Landing at LAX, Los Angeles is the largest jewel in the world, a nightlight of immense proportions. The third thickest smog in the world makes it sparkle like chrome on a poseur.

Describing the lights of Los Angeles in the twentieth century, Douglas Adams said:

"... but light is meant to illuminate something, and having driven through what this particularly dramatic sea of light was illuminating they didn't think much of it. ...[Los Angeles is] like several thousand square miles of [...] junk mail, but without the same sense of moral depth. Plus the air is, for some reason, yellow."

Of course, today it's brown. If you plan on spending any time outside, bring a filter.

Adams makes a good point. Los Angeles is now a rat's maze of walls and highways. In the jungles, there is no law and no escape. All areas around a jungle are walled, with the result being the jungles are walled in. Gangs rule like ancient Irish marauders.

»»»You'll need weaponry in the jungles, but don't flaunt it. People will die for a good weapon in the shit zones of LA, and gang leaders will not hesitate to sacrifice their gangs for a good automatic.»»»

— Erol Flin (10:11:54/01-01-50)

»»»Don't even be seen with smart goggles. You'll be wading in corpses in seconds.»»»

— Chrome Charlie (09:54:12/01-01-50)

HIGHWAYS AND LOWAYS

In Los Angeles you only need a drivers' license to drive the highways, since that's the only place where the CHP patrols. Local police will only require that you have a credstick or other form of identification. A drivers' license is a valid form of identification, of course.

HIGHWAYS:

2	Santa Monica Boulevard
134	Ventura Freeway
210/30	Foothill Freeway
170	Hollywood Freeway
42/5	Santa Ana Freeway
10 (West)	Santa Monica Freeway
110	Harbor/Pasadena Freeway
405 (from 101 to 2)	San Diego Freeway
5 (North of 10)	Golden State Freeway
10 (West to 210)	Santa Monica Freeway
1	Pacific Coast Highway

LOWAYS:

405 (except 101 to 2)	San Diego Freeway
101	Ventura/Hlywd Freeway
66	Foothill Blvd
5 (except N of 10)	Santa Ana Freeway
10 (East to 210)	San Bernardino Freeway
710 (except N of 10)	Long Beach Freeway
39	Beach Boulevard
72	Whittier Boulevard

»»»Last time I was in Hollywood, I was stopped from entering Hwy 101. Security officer recommended I just turn around unless I had an automatic of some kind. I guess the rent-a-car looked too sedate.»»»

— MicroMara (19:12:34/01-02-50)

»»»You were in LA without a weapon?«»»

— Chrome Charlie (10:07:11/01-03-50)

»»»I had an Ingram under the seat, but I wasn't going to show it to a fucking cop!»»»

— MicroMara (18:49:41/01-03-50)

»»»Why? Cops admire a good weapon as much as anyone else.»»»

— Security Czech (20:52:02/01-03-50)

If you're going to drive a highway, you'll need a permit. Highways are strictly regulated to avoid traffic problems. There are 24 colors, each for a specific hour, and you buy the color(s) you need. The Gold Permit is rare and expensive, but it gives you full access to the highway you ride. The Gold Permit costs 20,000¥. Standard Permits cost 1,200¥, and permits last for one year. You can get a Commuter Permit for 1,800¥, which gives you the choice of two hours, but they must be at least 6 hours apart. If you want one for a prime hour (6,7,8, and 9 in the morning, or 3,4,5,6,7 or 8 in the afternoon), apply early. The waiting period for these ranges from 2-12 months, depending on the highway. Others have a waiting period of from 0 to 11 weeks.

If you need to use the highway *now*, you can wait in the daily lane. This allows you to use the highway once, for up to an hour. You'll need to buy another daily for your return trip. Dailies cost 10¥ normally, 15¥ on weekends (6 PM Friday to 4 AM Monday).

»»»Be prepared to wait up to 3-4 hours on Friday and Saturday nights. And the Hollywood offramps are usually locked out after 11 PM those nights.»»»

— Thomas Chin (03:39:25/01-03-50)

»»»Damn cruisers.»»»

— Chrome Charlie (10:09:11/01-03-50)

»»»The chips will stop and arrest anyone driving with an incorrect permit. They do not want another disaster like the Highway 101 fiasco. If you miss your time slot, you've just missed a day of work.»»»

— MicroMara (19:02:12/01-03-50)

»»»Why not take the bus? They've got Gold Permits.»»»

— Security Czech (20:58:59/01-03-50)

»»»Sure. And you'll be lucky if any part of your car remains at all in the bus parking lot. They're guarded by incompetent orcs on meth.<<<<

— Bible Bob (00:05:32/01-03-50)

»»»Hey! My brother-in-law is a parking attendant for CalTrans.»»»

— Erol Flin (10:01:41/01-04-50)

»»»See?»»»

— Chrome Charlie (10:29:29/01-04-50)

»»»The best way to get onto the Highway is to rent a car with the right permit. Rent-a-car agencies by permits in allotments. Renting a permit with your car usually adds 20-60¥ per day, depending on the time slot. Or 400-1000¥ for a Gold.»»»

— Hank Spank Williams (13:21:05/01-04-50)

»»»Don't think you can fool a chip with a colored sticker. The colors of the permit are for you, not the cops. The permits are actually upcoded for ultraviolet scan.»»»

— Puestiel (14:42:20/01-04-50)

»»»Which brings up a little known fact: when you buy a permit, your name goes into a police file (easy to get into, my decker friends tell me). Chip copters automatically scan every car they pass, and the computer can tell if the car has been reported stolen or if there's anything the police want to talk with you about.»»»

— MicroMara (18:48:02/01-04-50)

»»»Deckers got friends? Anyway, it also means they keep track of who's been where, don't they?»»»

— Lester Riverfield (19:18:21/01-04-50)

Loways do not require permits. Bring beer, a pizza, and a weapon. You'll be going about two kilometers an hour at best. Many people on the Loways live in their vehicles.

»»»Of course they do. They lost their lease while they were stuck on the road.»»»

— MicroMara (19:22:34/01-03-50)

»»»The best way to get around on the Loways is by bike. Gotta look out for the assholes, though. Never know when someone's going to swerve or open a door.»»»

— Erol Flin (10:11:09/01-04-50)

»»»Loway 101 has the best parties.»»»

— Chrome Charlie (10:37:29/01-04-50)

»»»Make sure your credstick is green. Food copters will lower food, drinks, water, and gas. But it costs. About triple standard prices. Oh, and bring cash or barter for the less legal stuff.»»»

— Feral (12:03:58/01-04-50)

SPECIAL ATTRACTIONS

DISNEYLAND

Disneyland was founded nearly a century ago as the dream of pioneer vid animator Walt Disney. Disneyland is by far the best children's show of the awakened world. The Adult price is 40¥, and the Child (14 or under) price is 30¥.

»»»You can get a 10¥ discount at just about any Ralph's. And Disney is always doing special promotions.»»»

— John (02:33:11/01-02-50)

»»»Disney security is top-notch. They don't want anything screwing up the kiddies' fun. And believe me, they can hide a lot of weaponry inside those stupid costumes.»»»

— MicroMara (18:57:09/01-04-50)

»»»Who the frag wants to make a run on Disneyland?»»»

— Feral (12:01:32/01-05-50)

THE LA BREA TAR PITS

Once a major attraction in Los Angeles (The Rancho La Brea Fossil Pits), the tar pits were purchased by the Thessalonians, an order of mages, in 2032. Originally, their contract required that they keep the tar pits open to the public, but after an altercation with the city, they closed their doors in 2034.

»»»Yeah. The city was none too pleased about the drek going on there. In 2034 a swat team tried going in. The fireworks were incredible, but the mages won. Nobody's been inside the pits since then.»»»

— Puestiel (14:30:32/01-04-50)

»»»What drek? What were the Thesses doing that the city didn't like enough to risk taking on an order of mages?»»»

— Chrome Charlie (10:57:01/01-04-50)

Now, the tar pits are covered with a wicker and mud dome, and surrounded by Mesoamerican stonework. Shops nearby sell postcards and other memorabilia.

»»»Yeah, and every morning the stones are covered in graffiti, and every morning they clean it off by nine.»»»

— Puestiel (14:41:20/01-04-50)

THE LOS ANGELES COUNTY MUSEUM OF ART

Located at 851 La Cienega, in a relatively decent section of Los Angeles, the LA County Museum of Art has a vast collection of modern and historical art. The Museum specializes in indigenous American artforms — from pre-Columbian Mexico and Peru to that of the Eskimo tribes of UCAS, and colonial America.

There are also galleries for the Italian Renaissance, the Dutch Golden Age, French Impressionism, and African post-Awakening.

»»»Heh. I remember when they airlifted all the art out of the original location, on Wilshire Blvd, back in '29.»»»

— Puestiel (14:49:33/01-04-50)

»»»Anyone know what ever happened to that building?»»»

— Bible Bob (00:12:57/01-03-50)

SOUTH COAST BOTANIC GARDEN

Located at 26300 Crenshaw Blvd, on the Palos Verdes Peninsula, the South Coast Botanic Garden is an amazing sight for most Langelenos. Admission is 5¥ per adult, 2¥ for senior citizens and children. The garden contains a lake, ducks, an orchard, and a wild bird sanctuary. Plants from Mediterranean and African climes join with Southern California plants in this 87-acre planned wilderness.

»»»The garden is a fragging weird place. Every once in a while some enchanter gets the idea that it makes a perfect hunting ground for bio supplies — Mediterranean and African? What

could be better? — but it's invariably an immense waste of time, effort, and soul. The plants here simply cannot be enchanted.»»»»

— Arden Ariadne (20:50:31/12-30-50)

»»»»Yeah. I was one of them. Afterwards, I checked into the history of the thing, and it turns out the gardens are on top of a twentieth century sanitary landfill. And landfill's atop an earlier diatomaceous earth mine. It's no fragging wonder there's no magic left there.»»»»

— John Flaring Tree (09:33:03/01-01-50)

HOLLYWOOD

Hollywood has walls on three sides, and the fourth side is blocked by the foothills of Mt. Hollywood. Hollywood is walled from Van Ness Avenue in the east to Fairfax Avenue in the west, and Melrose Boulevard in the south. It is bordered by West Hollywood (west), Wilshire (south), and City College (east). Laurel Canyon City is considered by some to be part of Beverly Hills, and Laurel Canyon does cooperate fully with both Hollywood and Beverly Hills officials. Laurel Canyon is the route between Hollywood and Beverly Hills, since West Hollywood is walled out of both places. The Laurel Canyon-West Hollywood wall runs along the south side of Sunset Blvd.

On weekends, outsiders try to go over the walls, especially from West Hollywood and City College.

»»»»Most succeed. But remember that Hollywood Security shoots to kill. Still, once you're inside, you're safe.»»»»

— Chrome Charlie (10:29:25/01-03-50)

»»»»Sure, from Security. But don't wander off the blvd at night!»»»»

— Feral (12:01:11/01-03-50)

»»»»The blvd fills up on Friday nights. Most shops stay open well past midnight, if only to protect their stores.»»»»

— Hank Spank Williams (13:33:31/01-04-50)

The authorities recommend that tourists take a bus or a cab. There is no parking on weekends unless you get in Friday morning, before the morning rush hour. As office workers leave Hollywood, cruisers come in.

»»»»Well, I recommend hiring a helicopter. No telling who you'll meet on a bus.»»»»

— MicroMara (18:37:22/01-02-50)

»»»»Since when was an anarchists' guide for drekkin' tourists, anyway?»»»»

— Chrome Charlie (10:31:21/01-03-50)

»»»»Incidentally, Hollywood is a Corp. It's got a CEO and a Board of Directors like any other. And it brings in a ton of Nuyen. Anyone taken a look at their balance sheet recently?»»»»

— Feral (12:39:42/01-03-50)

HOTELS IN HOLLYWOOD

The Dunes Sunset Hotel & Restaurant

5625 Sunset Blvd. / (213) 467-5171

The Dunes motel actively seeks the tourist market. It is located near Universal Studios, Dodger Stadium, the Hollywood Convention Center, the Memorial Coliseum, and, of course, Beverly Hills. They provide daily, inexpensive tours through Hollywood, Laurel Canyon, and Beverly Hills.

You can expect to pay two times normal prices here. The rooms are small, and the Motel only has ten floors, but it is spread out over nearly an entire block.

»»»»Yes, the Dunes in Hollywood is a half Hotel, half Motel. Think of it as a hi-rise motel. The official name, though, is the Dunes Sunset Hotel & Restaurant.»»»»

— Silver Cyanide (12:39:42/03-20-52)

Who do you trust?

Them?

Never.

Us?

Maybe.

We check 'em out,
so you don't have to.

The Advocate



Matrix Access: LTG: 16206 (35-3346)

Hollywood Palm Hotel

2005 N. Highland Ave. / (213) 850-5811

The Hollywood Palm cultivates an early twentieth-century charm. Near the famous Hollywood Bowl, the Palm is an expensive place for tourists and the hotel of choice for celebrities. The upper 19 floors are reserved for those in the acting profession, and the lower 35 floors are for the general public. The Palm has its own small city — twelve restaurants, a bank, a rent-a-car agency, and a small hospital.

Expect to pay approximately 4 to 5 times normal for a general-occupancy room in the Hollywood Palm. If you're a celebrity, you can pay up to 10 to 20 times that, but the service is worth it.

Hollywood Roosevelt Hotel

7000 Hollywood Blvd / (Hollywood and Orange) / (213) 462-5400

The Hotel Roosevelt was built in the early twentieth century, renovated in latter part of the twentieth century, and renovated again in 2029. The upper floors are almost always reserved for acting ensembles and other luminaries. Rates for the lower floors will be about three times that of a comparable hotel elsewhere. Expect to pay ten to 20 times for an upper floor.

The Roosevelt now has 50 stories, and sways like a palm tree during an earthquake. There are plans to add another 10 stories to the old hotel.

Hotel Hollywood

5825 Sunset Blvd / (213) 462-5400

The Hotel Hollywood has just been completely renovated. It is now the largest hotel in Hollywood, with 79 floors.

»»»Of course it's just been renovated. Someone blew up the last one.»»»

— Chrome Charlie (10:20:32/01-03/50)

Rates here are only about twice what you'd pay for a comparable hotel room elsewhere. The Hotel Hollywood used to be a seedy place, and hasn't yet moved beyond the tourist industry. You won't find any stars staying at the Hollywood.

»»»You can see the upper floors in the latest Neil sim — they're using them for the dormitory site.»»»

— Warner Bones (08:49:31/01-07-50)

»»»There are, of course, dozens upon dozens of seedy dives in this town. You can get away with only moderate prices (a drekky room for what you'd expect to pay for a good one) if you want to.»»»

— Feral (12:21:19/01-07-50)

Hyatt on Sunset

8401 Sunset Blvd / (213) 656-4101

The Hyatt is located between Beverly Hills and Hollywood. It's south side overlooks the Laurel Canyon-West Hollywood wall, and the north side overlooks the Hollywood Hills (Laurel Canyon). The Hyatt is a favorite of corps types. Corporation meetings and continental conferences are regularly held at the Hyatt.

Expect to pay three to five times normal for a room here. Many corporations have a discount at the Hyatt, so check with your boss first.

»»»My boss? Somehow I don't think the Ripper has a working relationship with the Hyatt on Sunset.»»»

— MicroMara (18:46:20/01-02-50)

OTHER SITES IN HOLLYWOOD

Columbia Records and Chips

Like most record companies, CRC maintains a sizeable presence in Hollywood. Columbia, however, is much more ostentatious than others. Their building is built with floors that look vaguely like 80 disks stuck one on top of the other.

»»»They'll charge you 1¥ for a tour of the place. But no free handouts.»»»

— Chrome Charlie (10:20:15/01-05/50)

Guitar Center of Hollywood

The famous Guitar Center chain's main store is on Sunset Boulevard near the border between Hollywood and Laurel Canyon. See the axes made famous by Paul Gilbert, Eddie Van Halen, Riot Tenzine and Torquemada, among many, many others.

»»»Of course, if you don't want to spend quite so much, or the sight of sleeze bothers you, there are about a dozen other music stores in the same three block area.»»»

— Silver Cyanide (10:21:51/01-03-50)

Hollywood Bowl

Just head on up Highland Avenue or Cahuenga, and signs will direct you to the famous Hollywood Bowl. The Bowl is a wonderful concert hall. It's surrounded by the Hollywood Bowl theme park. The theme park is only 2¥ if you have a ticket for a Bowl event, or 10¥ otherwise (8¥ Seniors and children). During the summer, the Los Angeles Philharmonic plays here regularly. Most rock and pop tours pass through the Bowl on their way through the CFS.

»»»The Bowl is truly a wonderful place to hear music. It's like listening to Bach somewhere deep beneath the earth.»»»

— MicroMara (18:49:41/01-02-50)

NERPES!

B e c a u s e y o u c a n n o l o n g e r b u y A m b e r G e l

NERPES!

The Hollywood Christmas Parade

For over 120 years the Hollywood Christmas Parade has been a staple of the Christmas season on the North American continent. Even in the depths of the VITAS plague, Hollywood continued to present us with a cheering spectacle of lightness and goodwill.

The parade is usually the Sunday following the third Thursday of November, for historical reasons. Many Hollywood civic groups participate, as do many celebrities. Since 2035, the Screen Actors Guild has provided a yearly show of wage mage actors sure to warm the heart.

»»»Bleah! Bleah, bleah bleah!»»»

— Hank Spank Williams (13:42:31/01-11-50)

The Hollywood Sign

The sign was originally built with mules and wagons in 1923. It was destroyed in 1978, and restored in the same year, this time with helicopters. Then, the sign was mostly cement, 45 feet high and 450 feet wide. In 2032, the Hollywood Chamber of Commerce decided to bring the sign up to date, and after a five year celebrity fund-raising campaign, the familiar laser-light auto-stim sign was put in place. The sign is part of Griffith Park, near the Griffith Park Astronomical Museum.

»»»Believe it or not, the Griffith Park Rangers are trouble to mess with. I guess after the Lord Holies tried to blow up the sign in '47, Hollywood decided to hire some professionals.»»»

— Feral (13:01:53/01-07-50)

»»»Old news. Sure, they did hire some pretty expert people in '48 and '49, but 'cost-cutting measures' forced them to go back to standard security in '50. So if you want to make a run on the sign (why?) you shouldn't have any problem.»»»

— Chrome Charlie (10:15:28/01-08-50)

The Hollywood Strip

The place to be in Hollywood on the weekends is the strip. Hollywood Boulevard is half of it. The other half is Sunset Boulevard. Take your car, your bike, or your feet, and drive from Hollywood Boulevard to Vine Street to Sunset Boulevard (or, if you're feeling adventurous, Melrose Boulevard). Don't take Orange, the lights only work half the time. And just keep circling. Stop in at the Sunset Grill for a burger if you're not worried about your health. And bring a gas mask.

»»»Like filters aren't SI in Hollywood anyway? Yo, waitress! I'd like a burger and a side order of emph, to go!»»»

— Hank Spank Williams (13:35:51/01-11-50)

»»»Designer filters are all the rage. You can pick them up at most shops on the boulevard. Everywhere but Hollywood, air filters are white and boring.»»»

— Warner Bones (08:43:32/01-07-50)

One of the first things you'll notice on Hollywood Boulevard and Vine Street are the stars on the sidewalk. Don't look down too much, those holograms can get very disorienting.

»»»That's verity. I've seen people trip over themselves and fall into the street because of those things. Fortunately, traffic never moves faster than a crawl.<<<

— Warner Bones (09:01:55/01-07-50)

These are dedications to entertainment stars of the past and present. If a star has died recently, you'll see a light display and flowers above their star.

»»»Heh. When Charlie Sheen died, the faux-fleurs and holo-deds came in from everywhere. They had to set up a special viewing room somewhere else, because it blocked the boulevard. And we don't let nothing block the boulevard.»»»

— Chrome Charlie (10:35:09/01-03/50)

The Melrose Wall

On Melrose Boulevard you can see the South Wall — it's right behind the buildings.

»»»You can usually find a couple of bodies there as well.»»»

— Chrome Charlie (10:49:20/01-03-50)

Musicians Institute

McCadden and Hawthorne

Hidden just off Hollywood Boulevard (and in the shadow of the Hollywood Dianetics Building), Musicians Institute has been churning out speed guitarists, bassists, drummers, synthists, and vocalists since the twentieth century. As their alumni, they boast of such historic greats as Paul Gilbert, Adrian Anders, Nathan Holm, Meci Abroux, and Teleri Orloff. Elven Ozone's bassist Mike Orgone swears by his BIT (Bassist Institute of Technology) training. If you're interested in honing your chops, seriously consider spending a year with the Institute.

The New Orc Wax Museum

Hollywood and Highland

Once the Hollywood Wax Museum, this is one of the oldest institutions in Hollywood. All the stars of today and yesterday are sculpted in life-like wax. You can have your picture taken with anyone from Dunkelzahn to Neil the ork Barbarian.

»»»The best museum is their basement. They don't re-use their wax, just in case some of these has-beens ever come back into style. They've got a basement full of old and long-forgotten actors.»»»

— Warner Bones (09:23:21/01-07-50)

»»»The reason they don't re-use them is that the real bodies are underneath the wax, drek-head.»»»

— Chrome Charlie (10:21:39/01-02-50)

The Sunset Strip

For most people, Sunset Boulevard is the other half of the Strip. It doesn't have the proliferation of small shops that Hollywood Boulevard does but it does have a couple of nice minimalls and more established fast food joints.

»»»The best record stores are on Melrose, chummer.»»»

— Chrome Charlie (10:39:21/01-03-50)

»»»Yeah, but if you want a guitar, go all the way to the end of Sunset. Start at Guitar Center, and wander in a blissful haze.»»»

— Silver Cyanide (10:45:35/01-03-50)

Xiao's Chinese Theater

Hollywood and Orange, Xiao Inc.

Calling this Xiao's Theater is a minor misnomer. All the film theaters on the Hollywood and Sunset Boulevards are Xiao's. The Chinese, however, is the first of the Hollywood empire. It started as Graumann's Chinese Theater sometime in the last century, but was bought out immediately and renamed Mann's Chinese Theater. Mann's expanded throughout Hollywood, and Xiao Inc. inherited it when they bought Mann's in 2029.

DIANETICS VS. UNIVERSAL BROTHERHOOD

There is a war being fought, a war for the hearts and minds of the people of Los Angeles. This is a war between the established forces of L. Ron Hubbard's Dianetics and the usurpers from the North, The Universal Brotherhood.

»»»Heh. I've got it on real good authority that the only thing keeping the UB from wiping their leather with Dianetics is something they want real quiet.»»»

— Chrome Charlie (10:30:39/01-04-50)

»»»Well, I guess the cat (or whatever) is out of the bag (or major UCAS city) now!»»»

— Chrome Charlie (11:01:42/01-02-56)

LAS VEGAS UNDER THE NAN

*“This style seems wild,
Wait before you treat me like a stepchild.”*

— *Public Enemy, Louder Than a Bomb, 1988*

What follows are excerpts from Transformation of the West (BarTours, ©2049), a book detailing how the Native American Nations dealt with their regained land.

Wordman <lward@flashpt.com>

AN OVERVIEW

HIGHWAYS

By necessity, Interstate highways are kept intact and in good repair. Most of the U.S. Highways were also kept intact. However, due to the NAN's lower population and environmental stance, many of the State Highways have been neglected to the point of unsuitability or—most notably in the V Regions (see below)—removed entirely.

It is also worth mentioning that internal combustion ground vehicles are more heavily taxed than electric cars in the NAN, although there is no legislation banning the vehicles.

»»»This lack of legislation is mainly due to the efforts of combine farmers, who — thanks to White Hawk's process — find it much cheaper to make their own gasohol.»»»

— LJ (07:10:38/8-29-52)

»»»In practice, the combustion tax only really applies to legal citizens of the NAN, as it is, in all of the Nations, levied upon registration of the vehicle. It is a pretty major tax, though. In the Ute, for example, registering an internal combustion car is about ten times more expensive than registering an electric car of the same make.»»»

— Doctor Love (01:01:15/8-31-52)

»»»Just what does U.S. stand for, anyway? I see it all over the old highways and off-road.»»»

— Rocker (02:43:50/5-6-52)

»»»U.S. is an abbreviation for U.C.A.S. Many of the old roads were built by the old American States.»»»

— Seelie (05:33:12/5-9-52)

»»»NBzzt. Incorrect. U.S. stands only for United States. The land that now belongs to the Ute was given to them by the Treaty of Denver in 1803. At that time, there were still U.S. highways. The U.C.A.S. was not formed until 2030.»»»

— Historian (05:50:00/5-9-52)

V REGIONS

The NAN have turned large portions of their land into places designated as untouchable by industry or pollution. Made up originally of the old U.S. National Parks, they have grown much larger. The Zion/Bryce Region, one of the biggest V Regions, contains the old Zion, Bryce and Capitol National Parks, as well as Dixie and some of Fishlake National Forests. Like most of the V Regions, cars are not allowed within, except in certain entrance points. Only official air units may enter the air space under 18,000 feet. All of the state highways, as well as part of U.S. 89 have been removed from the Region, but the abandoned small towns have been left to rot, so some manmade shelter can be found, in decaying shape.

»»»Riggers are advised to avoid crossing through large portions of the V Regions. Although the chance of officials firing on you (or even following you) within the V Regions is pretty slim, if they catch you outside, you're over.»»»

— Doctor Love (23:53:02/4-7-52)

»»»The area bordered by Interstates 70, 15, 25 and 40 is some of the most breathtaking land on this planet. It also has some interesting examples of paranatural flora, some with healing properties.»»»

— Tess (14:23:45/7-7-52)

»»»I'm told that there is a small group in the Ute who try to track down and assassinate riggers who violate V Regions. Anyone heard of this?»»»

— Blaster (12:56:16/8-31-52)

»»»I've heard that some areas in the V Regions are also Dead Zones. Anyone know?»»»

— Rocker (02:48:59/9-6-52)

»»»DOO-DOO_do-do-DOO-DOO-do-do<<<]

— Marker (09:32:01/9-6-52)

THE UTE NATION

LAS VEGAS

That Vegas was allowed to remain more or less unchanged is as telling as it is surprising. Even today, untold kilowatts are used for the light show in downtown Vegas. The glitz is the same as it ever was.

»»»What is surprising about it? Vegas was taking in billions of dollars a year before the treaty of Denver.»»»

— Mamma (17:12:23/2-5-52)

»»»Vegas is also one of the only places in the Ute where you can get good steak.»»»

— Manticore (12:47:34/3-1-52)

HOTELS

The legendary hotels in Vegas are still going strong. Caesar's will probably stand for yet another hundred years and Bally's will last until it gets burned down (again). Rates are about half of what you'd expect from comparable resorts in other parts of the world.

Chips, although once good as currency, are now only useable within the casino where they were purchased. By old Vegas tradition, however, churches still except them.

»»»Tips are big in Vegas. It is a good idea to have chips or other loose cash in Vegas for tips, as credit transfers are fairly slow. When gambling (including slots), drinks are free but a tip (1¥ is sufficient) is expected. For good seats at a show tip the *maitre d'* 5¥ to 20¥. Other tips include the standard 15% for meals as well as:

Dealers: based on service and winnings

Valet Parking: 1¥

Bellman: 5¥, unless lots of bags, when more is required

Maid: 1¥ per day »»»

— Archon (19:51:00/11-1-51)

»»»Vegas casinos are always running and always heavily populated. You're also always being watched electronically. It is a very tough place to sneak about.»»»

— Spiderman (22:55:12/11-3-48)

Algiers Hotel

2845 Las Vegas Blvd / Average Hotel (2 floors) / No racial bias / LTG# 7777 (ALGIER) / Owner: Angie Red Cloud

This motel-style place is a Vegas exception. It has no casino, no nightclub. It does have a pool and boasts far better rooms and service than most hotels of its kind.

»»»Stay here if you want to keep away from crowds, or just if you're trying to save money.»»»

— Glitterfoot (02:18:12/12-23-51)

At the Crossroads Saloon, we believe in meeting people. That's why we seat your party at a table with other parties, so you can meet people and discuss philosophy, religion, sex, politics (all of which, these days, are increasingly similar) or whatever you like. The food is first rate (given Travel FAX's highest rating) and the atmosphere is perfect. We'd love to have you at the Crossroads Saloon.

LTG: 7777 (5-CROSS), Las Vegas.

Bally's Las Vegas

3645 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub, Mall / Bias against magicians / LTG# 7777 (BALLYS) / Owner: Tony Lercara

One of the largest resorts in the world, Bally's contains a full shopping mall, two major showrooms, a health club, a youth center, an Olympic pool, six restaurants, a comedy club, various bars, golf privileges, and 2,832 rooms. Formerly the MGM Grand (before the 1980 fire), rooms are rife with old Hollywood photos and each room has a star on the door.

Gambling facilities include 1,000 slot machines, 11 craps layouts, 84 blackjack (5¥ minimum bet), 12 baccarat, 9 roulette, 20 poker (20 nuyen buy-in), sports and race book. Unlike most resorts, Bally's slots run entirely on credit (no coins); this drives some away, but provides a different background noise than most casinos. Magicians are tolerated, but strongly discouraged from gambling.

»»»Wage Mages roam the crowds, and one checks everyone who enters. If a magician checks in, almost every employee in the place will know soon. Winners of big pots are checked for magical ability. Lucky magicians are politely asked never to return.»»»

— Wanda (03:16:12/1-4-50)

»»»Security is heavy, but very sedate and in the background. Weapons larger than light submachineguns must be checked in. Bally's squeezes extra service out of their Wage Mages by giving them first go at trouble makers in a silent way. They dislike shooting customers, but will do so. The last man to attempt a robbery at Bally's was allowed to leave with 100K in cash and credsticks, but was sliced in half by two drones connected by monowire as soon as he left.»»»

— Cooler (12:23:10/1-15-52)

»»»Bally's computer system is layered and an onion style fairly typical of Vegas. The outer layer is blue, housing reservation making information and news about upcoming events. Next is

a green system holding ticketing, control of the movie units in each room, elevators and some of the more mundane resort operations. Next is an orange layer for billing, personnel records and the security cameras. The supposedly deepest layer holds more personnel records (hard to read) and financial information (which seems legitimate and really boring).

From the outside, there seem to be more nodes than I can account for, but so help me if I can find another SAN, even in the red layer.

All the things that can help you get rich quick are usually their own isolated systems. This is the Vegas norm. Keno, for example is an isolated system. The slots are individual non-Matrix computers, also isolated. The record keeping archive for the sports book is isolated (and red). This is actually more effective here than in the rest of the world, because these isolated systems are constantly used and manned, as the casinos run 24 hours a day.»»»

— Bilbo (23:29:10/2-24-52)

Cesar's Palace

3750 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (PALACE) / Owner: Joel Spicola

This Vegas standard emulates a Roman city, complete with moving sidewalks, pool, health club, shops, seven restaurants, bars, and 2000 rooms. The statuary of the Palace is composed of replicas (some in Carrara marble) of David, Venus de Milo, the Rape of the Sabines, and more.

There are two separate casinos and a private baccarat lounge. Minimum blackjack bet is 5¥, but there is one 3¥ table. Poker buy-in is 25¥. Caesar's still has slot, poker and blackjack machines which run on quarter nuyen chips.

»»»Centurions abound in this place, some orks and trolls. They are usually armed with Taser weapons. Some areas have lockers with a Narcojet rifle and Net Guns. More insidious are the hidden cameras, some of which have servoguns. Just about every mirror in the place has a camera behind it.

I'm told that Caesar's hires (some say creates) Samurai to walk about undercover, armed. I've seen several men who would fit the bill; not obviously cybered, but very fast. Custom stuff if I've ever seen it. There is usually a rigger wired into the security system, part of which is not Matrix accessible. Remember that Heavy Armor is way illegal in the Ute, even for corporate (or casino) security.»»»

— Cooler (12:24:01/1-15-52)

»»»Elementals patrol astral space on the lookout for spells. Awakened customers are warned upon entry that magical spells will not be allowed for any reason within the casino. Elementals do not attack quickened or locked spells. Instead they alert a Wage Mage, who checks to make sure the spell is not for the purpose of cheating. Generally, the Mage will watch the magician for quite some time.»»»

— Marackeshh (23:56:52/2-6-52)

»»»Ceasar's entire system is red, except for a separate green reservation computer. It utilizes isolated gambling systems. The system is not sculpted at all. Perhaps Ceasar's wished to spare its employees Roman overkill.»»»

— Bilbo (23:29:12/2-24-52)

»»»Big winners, especially on the slots, at Ceasar's are usually subject to examination for magical ability and cyberware. Slot winners with cybereye video cameras are asked never to come back. Ditto card game winners with headware memory/program carriers. By the way, cameras and hand computers are not allowed in any casino in Vegas.»»»

— Ex-Big Winner (12:18:34/2-25-52)

The Edge

3661 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (28-1287) / Owner: Matre Pagano

Built in the late 1990's, this smaller resort is themed around the dark future presented in the cyberpunk literary movement of the early '80s. Among it's neon, lasers, smoke and stainless steel-sheeted architecture can be found a Matrix amusement park (looking much like an auditorium of chairs, each with a input into the 'mind-park'), three restaurants, two lightning exhibits, 900 rooms, one of the largest holo-game arcades in the country, and several historical/artistic exhibitions of some of the less savory aspects of human nature. Recently, in an effort to win back customers, the Edge has taken a post nuclear turn. (Two guests apparently died of heart failure when illusory nuclear detonations kicked off a surprise attack party last January.)

Where most Vegas casinos are open spaces, the Edge's casino is a mass of twisted metal, smoke and arcing electricity. It also has no slot machines of any kind. Blackjack minimum is 10¥ and poker buy-in is 30¥. Baccarat tables occupy a sort of aristocratic calm in the storm.

»»»No slots? They're cutting themselves out of some profits. Plus the atmosphere is one not really suited to those with weak constitutions. Weird.»»»

— A.C. (19:32:09/12-1-51)

»»»We view the Edge as an artistic endeavor, not a profit making opportunity. But A.C. is correct. If not used to the lifestyle, please stay away. This makes it easier on our janitorial staff.»»»

— Alexis Pagano, L.L.B. (18:50:19/12-23-51)

»»»Security here is very visible, as fits in with the theme. Guns are allowed, but using them is harshly dealt with. The camera/servo-gun combo is used here too, except that they are not concealed. An occasional patron disappears, but other patrons are usually blamed. I tend to agree with that; the Edge is a tough place. But artistic in a kind of jump-off-a cliff way.»»»

— Cooler (12:24:01/1-15-52)

»»»I was present at what is now called the Doomsday Party. It was a pretty raucous time, and surprising as hell. There I was, up five grand at blackjack, when suddenly missiles bust through the far wall (apparently, no matter where you were, it was through the 'far wall') and bathes the poker tables with nuclear fire. Lasers fired from the walls, 'killing' people (employees in make up, it turned out). The place quickly turned into a madhouse. We all wondered why they took guns that night, but the place woulda been a bloodbath if they hadn't. It ended up being a hell of a party. My winnings were swiped in the confusion, but I didn't mind so much. It was that kind of party.»»»

— Arc (15:10:01/3-03-52)

»»»The Edge is one of the few casinos where Magic is actually tolerated. But be warned, if (and only if) you use magic to gamble, it will be used against you. They usually have much more practice. The magician to normal ratio is about double in employees and patrons alike.»»»

— Scar (23:59:01/6-25-52)

»»»The Edge system has two layers, an orange reservation/billing layer and a black everything else layer. Stay away from this one; it is very heavy into psychological IC, but not sculpted (which enhances the IC's mental impact).»»»

— Bilbo (23:29:14/2-24-52)

Excalibur

3850 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (28-5630) / Owner: Joseph H. Thomasi

Looking like a fantasy castle (complete with drawbridge, moat and ladies-in-waiting), Excalibur harkens back to the legends of King Arthur. On the 117-acre site can be found 23 shops, an 890-seat amphitheater, two pools, a marriage chapel, 7 restaurants (including Lance-A-Lotta Pasta), 6 theaters, bars, and 4,000 rooms.

The gaming area is over 100,000 square feet, including 2,600 slot machines, a crossbow arena and a separate gladiatorial games viewing room. Excalibur also boasts its own jousting arena. Minimum blackjack bet is 3¥ and poker buy-in is 20¥.

»»»This place is too chinty for life. From the outside, it looks to be made from Legos.»»»

— Born-To-Build (13:53:45/1-4-52)

»»»As you'd expect, all the guards here are in armor (chain or plate mail, that is) and carry archaic weapons. Be warned, the spears are tasers and under the plate is much tougher stuff. Beware of the head of security, named Merlin, natch. He keeps magical things under control. For some reason, not too many real mages come here. Too tacky, I guess.»»»

— Cooler (12:25:59/1-15-52)

»»»Excalibur's system is sculpted to appear as Avalon, but in function is almost identical to Bally's.»»»

— Bilbo (23:29:16/2-24-52)

The Mirage

3400 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (27-6667) / Owner: Maria Maldinato

The Mirage's claim to fame is a volcano which erupts every 15 minutes. It also houses 5 restaurants, a spa, a salon, a waterfall strewn pool, an indoor rainforest, shops, 3049 rooms, and empty cases and aquariums which used to house dolphins, sharks and paratigers. The top five floors are penthouses, accessible only by private elevators.

The casino is a bit brighter than others. Minimum bet is generally 5¥, but some 2¥ blackjack tables exist.

»»»Mirage security is notoriously hard to spot, until they're all over you. All firearms bigger than handguns are asked for (but not absolutely required) at the door. Two riggers are always on duty, one monitoring cameras, one running drones inside and out. If some security people hassle you, remember their faces; data worth money.»»»

— Cooler (12:25:59/1-15-52)

»»»The Mirage has a structure similar to Bally's, but where Bally's has an orange sub-system, the Mirage's is red. Additionally, both red layers can be reached from the green layer and not each other. This system has no unaccounted for nodes and is sculpted so that each layer appears as Caribbean island. The SAN to the rest of the Matrix appears as the beach of the Mainland.»»»

— Bilbo (23:29:18/2-24-52)

Tropicana

3801 Las Vegas Blvd / Luxury Hotel, Casino, Nightclub / No racial bias / LTG# 7777 (TROPIC) / Owner: Michael Beck

Tropicana offers Caribbean decor, seven restaurants, lounges (one of which offers a great view of the tennis courts), a golf course, glass elevators, the largest indoor/outdoor pool (including swim-up blackjack tables, three Jacuzzis and a water slide), a lagoon surrounded island, and 1,913 rooms.

Gambling is pretty standard (5¥ minimum with two 2¥ blackjack tables, 20¥ poker buy-in), with the added feature of weekly underwater glad games.

»»»Tropicana security wear Caribbean dress and carry SMGs very prominently, but if you want to pull anything this month, do it here. The guards are competent, but don't work as a team. It won't be long 'til they fire their sec head. They require gun check in, but don't check real well.»»»

— Cooler (12:26:40/1-15-52)

»»»Hmmm. I don't pay attention to mundane matters so I will take Cooler's word for it, but astral space in and around Tropicana is teeming. Avoid spell casting at all costs.»»»

— Praxis (13:13:13/1-16-52)

»»»The Tropicana system is an almost laughable orange. Unfortunately, there isn't much in it.»»»

— Bilbo (23:29:18/2-24-52)

BOULDER DAM

Completed in 1935 to control water flow and provide power to a large portion of the Southwest, Hoover Dam was an asset that the Ute Nation could not afford to be without. Although there was an initial media outcry favoring elimination of the dam to "remove man's scars to the land", when the issue was put to a national election, the Ute people elected to keep the dam by a 90 percent majority, mostly due to a highly successful (not to mention different) word-of-mouth campaign.

»»»This entire campaign was funded by the corporations who wish to continue their exploitation of our lands.»»»

— Michael Breathing-Dog (05:49:55/4-25-52)

»»»Sorry B.D., but for the first time I can recall, your info sucks. It was the Vegas-based Mafia who sent the Dam advocates to every town in the Ute. The Mob was concerned about the loss of the electricity from the Dam to Vegas, although I think the people would have voted to keep it even without the Mafia preaching about farmer's water rights.»»»

— Ex-terminator (01:19:39/9-4-52)

Originally named Boulder, the Dam was renamed Hoover Dam not too long after completion. When the Ute Nation was formed and they began to assess their territory, they changed the name to its original form.

Although the lake formed by the dam—Lake Mead—was a large tourist center before the Awakening, the entire dam complex (as well as Boulder City) is now a military installation ensuring the safety of the dam (mainly against aggression from the California Free State). Although Interstate 93 still exists as a road through the region (and still runs across the top of the dam), it is closed to public traffic.

»»»There is more traffic in and out of Boulder Dam than is strictly necessary for simple dam defense. It could be anything from simple training to high security stuff. Any guesses?»»»

— Edward Seven Men (12:12:12/10-10-52)

The dam is 660 feet thick at the base, 45 feet thick at the crest and spans the 1244 feet across the Black Canyon. The structure contains roughly 4.4 million cubic yards of concrete.

As the dam was originally built using funds from seven states, some legal documents existed dealing with the dams distribution of water and power to these seven states. The NAN lands who left the Treaty of Denver with control of these lands (some sooner, some later) invoked these documents and demanded their share from the Ute.

The Ute Council responded by declaring that as the previous agreements dealt with borders that no longer existed, new agreements would have to be made. The other nations soon discovered that whether Ute had a legal right to do this or not was irrelevant, as the Ute had the dam and could control its output.

Agreements were drawn up, with Ute getting by far the best end of the deals. The Council gave preferential treatment to other Amerindian nations. It treated Aztlan with disdain, but they received a far better deal than did California.

Boulder Dam's 17 generators now supply over 2.4 million kilowatts to a large portion of the Southwest, including Vegas and Los Angeles. The Boulder Dam still controls water flow to prevent the floods of summer and droughts of autumn which necessitated its construction in the first place. Lake Mead, which backs up nearly 180 miles behind the dam, can store nearly 2 years of average Colorado River water flow (about 28.5 million acre-feet).

7777

is old hat. Wouldn't you rather make

69

your lucky number?

The 69 club
Just off I-15, north of Las Vegas
All races welcome
Reasonable rates
LTG: 7777 (69-6969)

GLEN CANYON DAM

Before 1956, the area which was to become the Glen Canyon dam site was almost entirely inaccessible. The nearest available point of crossing to the other side of the canyon was 200 miles away. That changed with the construction of the Glen Canyon Bridge in 1959. The dam itself (built about 75 feet upriver from the bridge) was completed in 1963. Lake Powell did not finish filling the canyon until 1980.

After the new Ute government had dealt with Boulder Dam, they began to discuss what to do with Glen Canyon. Sighting the reasons for keeping Boulder Dam, most of the government was satisfied to leave Glen Canyon as it was as well; however, a somewhat large lobbying group

attacked the Council over the issue, charging that the Council members had “turned their backs on the land.” In a short time, this group gained more support, and seemed ready to demand the destruction of the dam “to allow the earth to heal herself.”

The Council reacted by putting the issue on the next national ballot. During this announcement, a small coalition forced their way to the podium and announced that destroying the dam would destroy the ecosystem which had finally stabilized in Lake Powell, doing more harm to the land than good. This was coupled with a well executed media blitz, including support from Vegas, Salt Lake, Provo, and Denver news services.

The election was held, and after four recounts, the Ute elected to keep Glen Canyon dam with 59% of the vote. Security at the dam was increased for a time, but eventually returned to normal as disgruntled activists flocked to another issue of the day.

»»»At the time, rumors abounded about who was behind the ecosystem group (who actually seemed to be the most coherent, if you ask me). I give most credence to the rumor that FoodTech was their main financial backer (this was before their U.N. indictment, remember). What their interest was, I’m not sure. In any case, the ecosystem group was most decisive in splitting up the environmental vote.»»»

— John Phillip Souixsa (23:45:13/01-04-52)

»»»Lies! It was Aztechnology, who wanted to maintain their stranglehold on our lands.»»»

— anonymous (12:49:12/03-06-52)

»»»After FoodTech’s indictment, they were eaten up by Maritech, who now holds a monopoly on trout exportation.»»»

— Tess (14:58:45/7-7-52)

The dam is one of the major hubs of the Colorado River Storage Project (CRSP) not only in water storage, but in power generation. The dam’s 1.8 million kilowatts do not reach L.A. or Las Vegas and only rarely (in emergencies) does the power reach Phoenix, Salt Lake or Denver. Instead the dam powers hundreds of medium and small cities and towns in what what used to be Arizona, Colorado, Utah, Wyoming, New Mexico and Nebraska. The 13,800 volts from the generator is stepped-up to 345,000 volts for its transmission to Montrose, from where all power from the CRSP system is routed.

Like Boulder Dam, Glen Canyon provides water to acres of surrounding land, as well as maintaining a steady flow of water to prevent flooding in the early summer and drought in the fall. Summer output is generally about 30,000 cubic feet per second. Additionally, Lake Powell (the lake formed by the dam) has grown to be a major tourist attraction for the Ute.

PAGE

Located on the northwestern border of what used to be the Navajo Indian Reservation, Page was founded in the 1950’s to provide homes and services to those who worked on the Glen Canyon Dam, and later, those who ran the dam and worked for the tourist trade.

After the Treaty of Denver, income from tourism fell to almost zero and Page lost half of its population. Once the furor from the dam vote had died down, Page officials realized that the only way to assure the survival of Page was to bring back the tourists. After securing a small Federal loan from the Ute Council, Page launched an extensive advertising campaign throughout the Ute.

Although the growing Amerindian corporate class was slow to respond, they did respond. By 2045, Page had doubled in size and is rapidly becoming one of the Ute’s most visited vacation spots.

Page offers a back-to-nature type vacation without many of the back-to-nature type drudgeries. This “go rock-climbing in the naked desert by day, sleep in silk sheets by night” style of recreation appeals to the growing Native American urban/corporate class, as more of them are being born and raised within cities. Page offers boating, water-skiing, white-water rafting, Anasazi ruins, hiking and rock-climbing hand in hand with music, theatre, dancing, night clubs and luxury hotels on the lake.

The canyon itself separates the two halves of Page’s offerings. Page itself is located on a hill overlooking the south rim. The boat harbor (and a few hotels) are on the north shore of Lake Powell. Up the coast of Lake Powell can be found Nonnoshoshi (a Navajo word meaning “the rainbow turned to stone”), the largest natural bridge on earth.

Page boasts a fairly large convention hall, a 700-seat auditorium, a small airport, and a moderate-sized, state of the art heliport. Helicopter travel is the only convenient way to get into page, especially from the North, as U.S. Highway 89 is no longer (State Highway 98 still runs south from Page, however). Supplies usually reach Page by helicopter or by pollution-free barges and ferries down Lake Powell. It is important to note that what was the Glen Canyon National Recreation Area is one of very few such areas that was not turned into a V Region.

»»»Page, at least Inner Page (the original Page, before the Tourist Boom) is a designed town. Schools and churches are built right across from one another, apparently in deference to old United States zoning laws. (Something about churches and schools in neighborhoods where you couldn’t get alcohol licenses.) Mind you, it is a bit expensive. If you plan on staying for more than a week and wish to shuttle from hotels to camping to conventions, it will probably be in your best interest to have your car (electric ONLY) ferried to Page. Cabs can get a bit expensive. Better yet, bring a bicycle. Generally, about everything useful (hotels, meals, etc.) is about 20 - 25% more than usual for Ute.»»»

— Steel Monkey (04:42:43/01-01-50)

»»»You can find an occasional rigger here, as sweaty people wandering in from the desert isn’t that uncommon. Anglos here are met with a firm politeness that gets annoying quickly. You will get great service and will be treated well, but not the friendly smile which seems to be reserved for Amerinds. Ditto for metahumans. Oh yeah, check out the Holiday Inn’s restaurant. Inexpensive food is really good. And the luncheon hostess, Dorian, is definitely a sight for travel-weary eyes.»»»

— Doctor Love (00:01:23/02-16-51)

»»»Careful, chummer, Dorian is one of the Elementals.»»»

— Mirage (15:12:37/04-30-52)

»»»The who? Aren’t they a band?»»»

— Doctor Love (00:03:43/05-05-52)

»»»Mirage said ‘Elementals’, Doctor, and he did not refer to a band. He also was just found drowned to death. You were the Ziess-eyed one who ordered the milk with the hair in it, correct, Doctor?»»»

— Pyre (00:04:00/05-05-52)

»»»If that’s a threat of some kind, man, I’m in Denver.»»»

— Doctor Love (00:10:12/05-05-52)

»»»Isn’t Nonnoshoshi ‘river of death’ in Navajo?»»»

— Rocker (02:10:55/05-06-52)

»»»No, wait. I’m in Seattle.»»»

— Doctor Love (00:10:12/08-14-52)

»»»No, wait. I’m in London.»»»

— Doctor Love (00:10:12/11-26-52)

NEW YORK CITY 2050

*“New York was bad enough before the awakening,
now it truly is a jungle out there!”*

—Mayor Franklin Dean, Jan 3, 2050

*It's a tough town, megacorps engage in illegal activities,
crime is rampant in many areas, there is violence in the
streets, metahumans, and monsters.*

All in all, it hasn't changed much!

by Dark elf tourist information

Dark elf <VESPOSIT@ccvm.sunysb.edu>

FACTS AT YOUR FINGERTIPS

ENTERTAINMENT/MEDIA:

Manhattan Athletic Complex (built after the quake of '05):

A full sports complex/concert arena.

New York Times, Daily News, Various Tabloids

ABC (Awakened Broadcasting Company): The original ABC
gave over to a more modern format.

NBC,CBS (more TV/holovid/simsense broadcasts)

Soho theater district <Broadway>

Restaurants/Hotels/Clubs: Many of New Yorks “classic”
nightspots and hangouts are still around, but the quake
of '05 made room for many newer venues, all having
that special New York atmosphere.

STATISTICS:

Population: 9,000,000 +

Human: 63% (approx. 5,670,000)

Elf: 13% (approx. 1,170,000)

Dwarf: 4% (approx. 360,000)

Ork: 15% (approx. 1,350,000)

Troll: 4% (approx. 360,000)

Other: 1% (approx. 90,000)

(population count is only for sentient species)

Crime Rate: High (the latest data was too disparate
to give an accurate assessment)

»»»Who's going to believe this drek, the corps are afraid that
showing the real figures will damage their poor little tourist
industry!»»»

—Sandman (09:32:19/10-22-50>

PUBLIC SERVICES/UTILITIES:

Police Service: Metro Police Incorporated

Fire Control: Lerner LTD.

Sanitation: Various Independents (believed backed by
organized crime cartels)

Public Works Maintenance: Northeastern Technical
Services

Public Database: Atlantic Telecommunications (a
division of Trump International)

Grid-Guide System: Magna Tech (a division of Akaru
Incorporated)

Power: Bell Atlantic, Long Island Atomics

Military: UCAS 43rd Metroplex Guard. This is a unit of
“weekend warriors” similar to the 20th century national
guard reserve. They are the official standing military force
for the greater metropolitan area.

»»»Yeah, see your local UCAS recruiter today. You too can get
paid less and only get half the gear of the average corporate
security force.»»»

— BillyJack (11:28:09/12-02-50>

MAJOR POINTS OF INTEREST

Most of the original sites survived, or were
reconstructed after the quake. Some of them are:

Empire State Building (restored in 2006)

World Trade Center

Central Park: Can be an unfriendly place in it's deepest
parts, especially at night. The inner regions have become
like the Barrens in Seattle. The more peaceful southern
section has become a well known hangout for elves.

»»»I went to the Tavern On The Green a few weeks ago, the
place was filled with elves and dwarves of all shapes and
sizes. There were some other humans there too, but I felt out of
place anyway, since I was the only one in the joint *not* dressed
like an extra in a *Robin Hood* vid. It looked like a scene out of
one of those role-playing games that were popular in the latter
half of the 20th century.»»»

— Morgan (08:54:35/11-09-50)

»»»Yeah, those posegangs can be a real pain in the ass.»»»

— NancyK (11:28:10/11-09-50)

»»»And I suppose you can't stand all those “keeps” running
around?»»»

— Dark elf (11:40:26/11-10-50)

Statue of Liberty: Still welcomes travelers to the city after
its second renovation since the 1980's.

The Intrepid: Still floating in it's dock after a world war and
a century of tourists. Was purchased by the dragon
Tirandor in 2038 for use as a lair/ corporate headquarters.

Rockefeller Center: Bought out by a number of Japanese
companies, but retains it's original look and name.

NEW SITES

Manhattan Athletic Complex: located between Henry
Hudson Pkwy and West End Avenue on the west side.
(One of the largest arenas on the east coast, it has a
removable dome.)

Akaru Inc. World Headquarters: This is the world
headquarters for Akaru Inc., a large conglomerate originally
based in Japan. The Akaru complex is just south of the
Manhattan Athletic Complex (MAC) on the west side of
West End Avenue between 59th and 63rd streets. It is
one huge building ten stories tall. It is similar, in many
respects, to Seattle's Renraku Arcology. The first three
levels are basically malls, hotels and casinos (yes, NY has
lifted it's gambling laws since 2030). The rest of the
building contains offices and laboratories. There are also
several sub-levels which house “secure” areas. The roof
has a helipad and several antennae for communication.

»»»Yeah, gambling's legal now, but the mayor gets a 10% cut.
And he claims he has no mob ties!»»»

— Dark elf (16:25:05/12-25-50)

Trump Center: While tycoon Donald Trump met with
financial disaster in the late 20th century, his son, Donald
Jr. found great success in the world of big business. He
managed to form a huge conglomeration of smaller
companies under the name Trump International. In NY, his
megacorp is rivaled in power and diversity only by Akaru.
The new Trump Center occupies six city blocks,
encompassing the area between park and 5th avenues,

and from 51st to 54th streets. Madison avenue actually goes through the complex, with entrances to the parking facility. It has a main building that is 8 stories tall, with a number of sub-levels.

Atop this superstructure is the tower, which climbs 80 stories above the main building. The first few floors are malls/hotels/casinos and other public venues. The tower contains corporate offices, security garrisons, storage facilities, media/ telecommunications facilities etc.... (It is rumored that Donald Trump Sr. is kept alive and in retirement here by an enormous amount of cybernetic life support systems and is more machine than man). The tower also has a rooftop heliport.

GENERAL AREAS

Brooklyn/Queens: These areas are mostly residential. There are a large variety of neighborhoods, many with an almost exclusive cultural bias. quality of life varies from block to block (i.e. the more affluent homes of Jamaica Estates turn into a war zone of poverty and crime when one crosses Hillside Ave.)

Chinatown: The Downtown area surrounding Canal St. that is still mostly residential. It is almost exclusively Chinese, and is the place to go to find street vendors and black market fences. The streets are controlled by various gangs that constantly compete with each other for supremacy in the area.

Greenwich Village: A region in corptown that is not completely controlled by the corporate mind. It is the

place to go for the "trendy" hangouts and corporate wannabees.

Midtown/Downtown Manhattan: Almost totally overrun by the corps. everything here is either corporate controlled, or geared towards the corporate pocketbook. This is known on the streets as Corptown, and is aptly named.

Uptown (North of Central Park): These are the areas hit worst by the quake in 2005. Many areas have never been repaired, and there are streets blocked by fallen buildings. Many areas are dangerous, with buildings that may begin to collapse at any time. The corps have few interests other than low-cost housing developments. There are a few spots that can be considered "healthy" neighborhoods, but many are urban nightmares. This region has the highest police mortality rates. The northernmost tip of Manhattan is overrun with vegetation that has grown beyond the boundaries of old parks, producing another region of barrens.

»»» Fine, just hype corptown and make people believe that every other place in NY is a dirty rotten hole, no wonder most of the neighborhoods never get too far.»»»

— Velvet Knight (11:31:08/11-10-50)

»»»Bronx: This area is similar to the way it was in the 20th century. It contains the highest concentration of Native Americans in the city. We give them Manhattan for \$24 and only 4 centuries later, they give us the Bronx.»»»

— Running Eagle (18:26:47/12-01-50)

GUNS

I KNOW YOU WANT THEM.
I CAN ALWAYS GET YOU WHAT YOU WANT.
CALL ME.

LTG: 223 (30-4810)
DIXIE, YOUR NYCE (WINK) GUN CONNECTION.

ORGANIZED CRIME

New York has continued to be a center for organized crime cartels of various backgrounds. While the Yakuza has pushed the Mafia out of Seattle, the same has not happened in NY. In NY, the Yakuza have gained a very strong power base (and have influence in almost every Japanese corp in the city, with the most notable exception being AkaruAkaru, Yoguchi, who consider them dishonorable slime). There are also various Seoulpa ringsscattered throughout the city. Even with the growing power of Asian syndicates, the Mafia has maintained most of it's power in NY. The Mafia typically uses legitimate businesses as fronts for their own illegal operations. They practically control the construction and waste disposal operations in the city.

POLICE

Roosevelt Island is the site of the city headquarters for Metro Police Inc. They have a small airstrip for security use. This strip is also open to high level corporate executives who carry a corporate security pass. This site houses Metro's patrol helicopters, planes, and patrol boats.

»»»Security pass, HA. They only let Metro shareholders use it. Anyone who tries to get a pass gets laughed at. These cops only take care of their own.»»»

— Anonymous (21:17:04/10-05-50)

CORPORATE POLITICS

The major competitors in NY are Akaru and Trump. Both of these corps are made up of hundreds of smaller corps that were bought and either sold off in pieces or renovated and made profitable. Akaru and Trump consider each other to be honorable opponents. Yoguchi Akaru, a descendant of a long line of samurai, has no desire to put Trump out of business, that would take far too many resources, and would probably destroy his company. Akaru realizes that competition with Trump has given his company momentum. He sees that there is an almost symbiotic relationship between the two companies, and to destroy one destroys the other. There are, however, factions within Akaru Inc. that do not believe this. Akaru has to constantly play these people against each other to keep them from doing something rash. Even if Akaru's goal was to eliminate Trump International, he would frown on the dishonorable methods used by most businessmen these days. For Akaru, honor is of the utmost importance.

Trump shares many of the same views as Akaru, and many of the same problems. In a corp as large as Trump International or Akaru, one person cannot possibly have absolute control over all the businesses that make up these huge conglomerates, and factions within Trump also have their own agendas regarding their major competitors. Trump has an active social conscience, and is constantly concerned with making NY a better place (no small task). The great amount of respect (friendship?) between Trump and Akaru is widely known in the business community. The unusual relationship between the two has been described as showing the difference between enemies and opponents. They are far from enemies, but they are still opponents in many ways. There are many in the business world who shudder when they think of this, and their worst fear is to see Trump and Akaru merge, a move that would probably allow the joint firm to be the largest, and most powerful single corporate entity in the world. The internal dissensions within these two megacorps and the mutual respect between their owners keeps the entire corporate scene in a kind of uneasy equilibrium.

New York is not an attractive city to see from the air. There is a constant haze of smog hovering over the city, making it seem dirty during the day and positively gloomy during the night. The most breathtaking things about the city is the sheer size of most of the buildings, and the sight of the Great Dragon Tirandorin flight (a rare sight since he usually restricts his excursions to the late night). The main attractions of NY are its historical significance, and the fact that is the place to go to do business, any kind of business on either side of the law. NY is a sprawling mass of urban gloom, with shadows everywhere, an ideal place for those who make a living off the hidden agendas in the corporate world. The environment of NY is tense at best. Cultural/Racial tensions flare, poverty breeds crime, corps use any means to get what they want. It is the city of big business and big corruption. Don't walk the streets unarmed, and don't let Metro see the big guns. The cops can be as hair triggered as anyone else, if they see the iron, they will call in the cavalry, unless you happen to know someone inside. The corps have their own police, and the UCAS military is in town. It is hard to tell if all this firepower is their because of all the crime, or if all the crime is there because of the firepower. Everyone who lives in NY is there because they want something, and NY is the place to get it, one way or another.

»»»Yeah, good old NY is not for those with a weak stomach.»»»
— Heckler (17:50:32/11-24-50)

THE UNDERGROUND

NY's sewer and subway system were damaged heavily in the quake of '05. While repairs were made, and a new magnetically guided subway system was introduced, many of the old tunnels still exist. The quake left a labyrinth of broken down subway and sewer tunnels, along with the ancient pneumatic transit system, and a few subterranean caverns all existing under the city. There are rumors of whole underground communities, many of which have probably never seen the outside world. These tunnels form a modern day dungeon complex of epic proportions, all hidden away from the everyday eye. Reports of "monsters" give evidence that the tunnels are home to awakened critters, and are a very dangerous place to be.

»»»C'mooooon down!!!.»»»
— Phil the Troll (14:19:07/12-21-50)

TELECOMMUNICATION NETS

NY city has two LTG's. One is the public LTG for the area, and the other is the Manhattan Corporate LTG;. The Corporate LTG carries an orange security level, and is made available to clients willing to pay a fee. To get into most corporate mainframes, one must either go through the LTG's security, or tap the correct data lines in corptown. Several corps even have private LTG's accessible only from the corporate LTG. Network addresses in NY change almost constantly.

»»»A friend of mine got flatlined when he found out that the old address of the "decker's haven" database was changed and was given to East Coast Security Systems, a major software firm that specializes in IC systems.»»»

— Red Sonja (23:45:46/12-03-50)

Welcome to New York Chummers, try not to get yourselves killed.

*A public service file brought to you by The Dark elf
<vesposit@sbccvm.bitnet>*

THE NORTH BAY

Special Report by: Renford Political Consulting

Chris Beauregard <cpbeaure@undergrad.math.waterloo.edu>

»»»I was wandering the UCAS system in Detroit, and I came across this. It seems to have been written by an independent contractor for some UCAS bigwig. Would anyone like to guess that they're considering reclaiming the place? It could be very interesting up there in the next few months.»»»

— ReRun (12:01:51/11-01-50)

»»»Could be really deadly up there. The only way they're gonna get into that place is by gassing half the occupants and permanently disabling the other half. I don't think Quebec is gonna like a couple divisions of UCAS regulars on their doorstep too well. The UCAS couldn't take the Warrens with anything less.»»»

— Omega Wolf (05:13:29/11-03-50)

»»»Hey, you wouldn't believe what happened here just a while ago. Shriek and I were sitting over the SAN, and out of nowhere comes a triad of UCAS chopper constructs (wonder who that could have been?) They punched through the SAN ice, and we followed them right up to the SPU just outside you-know-which 'tastore (wonder what they were after?) The Sysop will be glad to know that 'ol Blacky works, real well.»»»

— Silicon Eel (02:34:01/01-02-51)

A report on the status of the city of North Bay, prepared for Senator Jan Douglas by Renford Political Consulting, Inc.

OVERVIEW

North Bay is one of the largest thorns in the UCAS's side next to the NAN. The constant panzer runs across the Quebec border by riggers based in the area have put negotiations with the country in a very difficult position. Not long ago, Quebec demanded that the runs be stopped before any increase in the power allocation from the James Bay project were approved. The UCAS military has begun mobilization for what appears to be a major action in the North Bay area. The prospects of a large scale assault on the area look to be very grim. The firepower of the relatively large number of panzers in the area would be a deterrent in itself, without the added threat of an operating airbase, difficult terrain, and the impregnable fortress that is the Warrens. Two or three regular UCAS divisions will likely be necessary, along with a considerable number of specialists to deal with the Warrens. This number of troops that close to the Quebec border will certainly result in a very delicate diplomatic situation, something the UCAS should avoid at all costs.

»»»Yup, they're going for it. Stupid, really stupid.»»»

— Omega Wolf (05:20:12/11-03-50)

HISTORY

For the latter half of the twentieth century, North Bay was noted for its NORAD installation. Aside from having one of the largest military airbases in North America, deep within what is essentially a hollow mountain was housed the command centre for most of the DEW line. Around 1995, a sizable portion of the base personnel, as part of the Canadian defense budget cuts, were moved out. To make use of some of the empty space, portions of CFB North Bay were converted to biological research and storage areas, without the knowledge of the city. Shortly after the turn of the century, the base was converted almost entirely into a hazardous substance research facility, the politically correct word for a bio-

warfare centre. While considerable outcry was made by the population of the city, the base was the only major support to the economy of the city, and the furor quickly died out with the influx of several thousands more military personnel and their spending.

Throughout the early years of civil unrest throughout the rest of the world, the city, because of its relative isolation, was mostly unaffected. The only major incident was a small riot started by a brawl between reserve Indians and servicemen. Several were killed in the fighting, and close to one hundred wounded before the fighting was brought to a standstill.

»»»Now that's a load of drek if I ever heard it. I think the figures were closer to fifty killed, and three hundred wounded. The real reason the whole thing started was because some army hotshot took the opportunity during the fighting to see what driving a tank through a hotel would do. Trust me, I was there. I was part of a group who took out three parked CF-18 fighters while the military was out shooting civilians.»»»

— Tall Boy (13:56:26/11-03-50)

»»»Do you know why they covered it up so much? I mean, that many dead didn't mean much back then when thousands were dying in street fighting across the country.»»»

— Shriek (03:43:52/11-05-50)

»»»That was in the United States. Canada wasn't nearly as bad. And you have to consider that the city only had a population of 70,000 or so at the time. We're talking about a good portion of the population being killed off.»»»

— Tall Boy (13:22:00/11-10-50)

During the Lone Eagle crisis, the peace of the small city was once again broken when vigilante action against reserve Indians resulted in what amounted to a small war. The end result was 90% of the native population being wiped out, and large portions of housing in the city being leveled by guerrilla action. The remaining natives were shipped to the re-education centres established about that time. When the VITAS plague hit, the area was mostly free of its effects, given the relative isolation of the city. It did not escape the effects of the UGE, however. After the beginning of the UGE, every child born in the area exhibited the characteristics of the dwarf strain. Close to 15% of the population left the area in the first three months. After several months, a small number of normal children were born to the area. The effects of the UGE on the area were explained by government officials as an isolated effect probably having to do with the pollution of one of the area lakes.

»»»They explained it like that, yes. No one believed it though, at least no one living there. The lake water story is pure and simple drek. No one ever drank out of it, and that's the only way you could possibly be affected by the water. They just didn't want to admit to the shoddy waste disposal techniques used by the base. I once had an army transport dump about a ton of PCB's on a site next to my property. I complained, but they stated that it was harmless. Harmless, if you consider having non-human children harmless.»»»

— Tag (09:06:45/11-03-50)

»»»Sorry chummer? 'non-human' did you say? I sure hope you don't live around here anymore, 'cause if you do you ain't gonna live much longer...»»»

— Chuck D (17:09:24/11-07-50)

During the years of the Ghost Dance, North Bay was hit hard. One night, the city was rocked by a major earthquake. As the city is situated in the extremely stable Canadian Shield, the only explanation was the now growing magic. Indeed, one month after the quake, a group of native shamans took credit for what they called 'justice against the befoulers of the planet.' The recovery of the city itself occurred quickly enough, but the base was damaged considerably. Large areas of the underground complex were lost completely, and the electronics of the base were, with few exceptions, destroyed. Close to two thousand personnel died as the tunnels collapsed around them, and several hundred others died in the city itself. The rebuilding of the above-ground portion of the base was accomplished in the first year after the quake. The underground complex was operational after two years of work. However, large portions were still unusable.

While the quake took out a considerable amount of the city's economic power, the most damaging event in the history of North Bay was Goblinization. On that day in April, 2021, almost half of the residents of both the city and the military base were transformed into dwarves. The reason still has not been explained to any great extent. In the next year, North Bay became the site of the largest influx of dwarves in North America. Close to three thousand moved to the city. This was counterbalanced by over five thousand normal humans leaving the city. In a matter of one year, the face of the city was transformed.

Several years later, the military converted a portion of the base into a magical research centre. Part of its duties were to study the reason for the high rate of Goblinization among the population. Three years later, a Matrix Warfare centre, essentially a clone of the U.S. Echo Mirage project, was added. The entire base was wired for the use of the new technology. For unknown reasons, the old computer linkages were kept intact and added to the new system. When it was discovered that parts of the damaged base were still connected, the old system was disconnected again. During this time a fusion power plant was also added to the base.

The Crash of '29 hit the base hard. In the first few days, close to one third of the base hardware was destroyed as the virus swept through the system. In response, the system was disconnected from external lines, the virus cleaned out of the system (with a high rate of damage to equipment and personnel), and the old linkages restored to pass over the damaged sections. The base continued to operate more or less normally, albeit slowly, until the virus was destroyed. After the virus was destroyed, the base system again underwent an overhaul. The work was not quite as thorough as the previous rebuilding of the system though. Patches to the damaged sections were made, and much of the ancient connections still remained part of the new system. At this time, the MW section added some rudimentary IC to the system. As the years went by, this was improved considerably, and CFB North Bay eventually had what was considered the most secure military system in the world.

»»»Drek! The guys who programmed most of it also left a trapdoor big enough to throw a Cray III through. The Soviets got more research information outta the place in one year than they got from NORAD during the entire Cold War»»»

— Viper (12:09:22/11-05-50)

When the Canada-U.S. merge occurred, close to half of the personnel of the base were transferred, in a move that devastated the North Bay economy, as part of a deal with the separated province of Quebec. For several years,

until one small Japanese chemical company moved in, the city was akin to a ghost town. The introduction of Kenji Biotech Inc. was the only thing that saved the city from death.

»»»Of course, we weren't all that surprised when this happened. I mean, North Bay was pretty much the leading manufacturer of biohazards, courtesy of the Canadian government. Over the years the company has shrunk somewhat. They used to have over a thousand employees, mostly from the area. Now they employ maybe two hundred and most of them are foreigners.»»»

— Tall Boy (14:01:54/11-06-50)

The greatest transformation of the city occurred around the period of the Night of Rage;. Given the large meta-human population of the city, it became a prime target of New Terrorism;. On the night of September 23rd, 2038, close to a thousand members of a group calling themselves the Purity League went on a rampage through the city, killing all metahumans crossing their path. The military watched the battle without interfering. During the fighting, several thousand dwarves retreated into the damaged parts of the base, and fought off numerous attacks from the terrorists. When they were finally fought off and the smoke had cleared, one quarter of the metahuman population of the city were dead, and hundreds of normal humans as well.

»»»For those who don't know, the Purity League was the northern equivalent of Alamos 20,000. I think there were close to ten thousand members in the northern UCAS and Quebec. After the North Bay battle, the group splintered into smaller terrorist groups. A few of them took another shot at the town, but they didn't last much longer than the military. Eventually, we all got tired of PL groups taking shots at us and we took out about half-a-dozen of their compounds with some of the CF-201's the military 'left behind.' No trouble after that...»»»

— Tag (11:44:30/11-07-50)

At this point, the metahumans rallied and, in a prolonged battle, took over the base. All military personnel were killed on sight. Before the UCAS even had time to mobilize, the angry dwarves had turned the base into a fortress. A takeover attempt by a battalion of UCAS infantry was beaten back with 70% casualties before they had even reached the outskirts of the city. A second assault was called off when Quebec sent an ultimatum warning that any more mobilization of troops within 50 miles of the border would be met with force. No more attacks on the base were ever attempted.

»»»Fraggin' idiots! They didn't even have any air support, no prelim recon, nothing. I guess they didn't figure that a group who could take one of the stronger military bases in the country could also hold it.»»»

— Chuck D (03:45:16/11-08-50)

In the aftermath, the defenses of what was now called the Warrens were increased even more. The contents of the air base, still containing several military CF-201 interceptor/bombers, were supplemented by stolen military craft, most notably four Ares Dragon helicopters, at least a dozen heavy panzers, and an EFA interceptor. The newly formed government of the Warrens also began encouraging riggers running the Quebec border to use to base as a resupply point. As a result, the base normally has a number 'visiting' panzers and several other craft on call.

Much of the complex was destroyed during the fighting, and sizable portions of the grid serving the base had to have extensive work performed on them. As well, close to two thirds of the base was lost due to cave-ins

during the fighting. This includes the Matrix Warfare labs, one of the larger magical research labs, and close to half of the bio-warfare labs.

»»»Heh. "Close to two thirds." Slight understatement there chums. Getting into the bloody place took a fraggin' big pile of explosives, in all kinds of bad spots. I think we lost more 'cause of overkill with the boomers than we did to the security systems. From what I saw, and I saw a lot, the rebuild after the quake was a real spit 'n' glue type job. Wires hangin' all over the place, cracks and crevices all over the place, tunnels packed with rubble.»»»

— Tall Boy (05:09:34/11-22-50)

»»»You wouldn't believe the security on this place. I stopped there one day for a refuel, and got to look around. They still have the blast doors from the original base (the ones designed to handle a nuke...), but with a few more feet of some kind of ceramic shielding attached. There are camera/servo-gun combinations in almost every corridor, and most of the larger corridors has gas vents and servo-grenade launchers. I was told that most of the passages are rigged with explosives to collapse on command. And this was just the residential areas. They wouldn't let me into any of the high security areas.»»»

— ReRun (11:07:21/11-26-50)

»»»Magically, this place isn't nearly as tight. I mean, they're dwarves mostly, right. Dwarf mages are pretty rare, and there are absolutely no shamans in the place. I've been told that the high tech/high contamination atmosphere of the places drives most of them nuts in the first week, and none have managed to last more than a month without killing themselves. I've heard rumours of toxic shamans in the abandoned areas though. They'd thrive on the bio-hazards.»»»

— Barron (23:17:42/12-03-50)

»»»I do not know about toxic shamans, but there are things deep within the Warrens that are many times worse. I have fought things that would make the UCAS think twice about wanting the Warrens back. I have fought things that make myself think twice about ever going back.»»»

— Pendragon (12:01:00/12-05-50)

»»»At least you beat them. I've lost a few friends who decided that bio-prospecting was the way to go. Damn right it's the way to go. To you're grave, if they can find enough to bury.»»»

— Barron (00:23:14/12-10-50)

»»»Are you kidding? There's a fortune to make bio-prospecting down there. Only about ten percent, maybe less, of the base is currently occupied. That leaves a lot of room for exploration. I've come across a few mega-nuyen finds in that place in only the six months I've been in there. The beasties sure as hell don't deter me from going down there.»»»

— Jade Hunter (10:37:02/12-15-50)

»»»That's not quite true about the lack of mages. There are a few of them down there, but they are very isolated. They spend a lot of time in the old magical labs, trying to decipher the military magic notation. I'm also told that they spend time putting together new spells, tailored for the underground. I must agree that there are no shamans.»»»

— Ice Bunny (15:00:33/12-17-50)

ORGANIZATION

The North Bay government is divided into two areas. There is the city government, essentially a town council governing close to eight thousand residents of the city, and there is the Security Council of the Warrens, governing the close to four thousand permanent residents of the underground complex. The city government defers to the Security Council on defense

matters, but is otherwise independent. As well, Kenji Biotech maintains a compound approximately twenty kilometers from the city, with its independent corporate government. Neither the Security Council nor the town government have any kind of diplomatic relations with any neighbours. The closest they have come are the occasional 'negotiation teams,' battalion sized combat groups sent out to deal with suspected infringements on their territory.

It is policy of the Security Council to encourage criminal elements of both the UCAS and Quebec to use the base as a resupply point. Specifically, the Warrens deals well with riggers running the Quebec/UCAS border. In this manner, they receive new technology, while riggers are offered a safe resupply zone, fuel, and for aircraft, a large defended runway with heavy concrete hangars. Occasionally, it is believed that the Security Council participates in some of the runs, adding the occasional panzer team to a run.

»»»Those negotiation teams are nasty. I saw one go after a Humanis compound that someone (stupid) established about 50 km away from the base. All that they left of the place was a few burnt out shells and a lot of craters. Those CF-201's are killers on a strafing run.»»»

— Puck (23:10:06/11-04-50)

»»»If you happen to visit the Warrens, don't screw with the security procedures. If you get out of line, even by a millimeter, they toast you. This place doesn't follow anyone else's laws, so they don't have any trouble in shooting people. This is only security procedures, you can raise all the hell you like, shoot people randomly, etc., and they won't bother you. They assume that anyone in the Warrens who gets killed shouldn't be there anyways. Nice, friendly people.»»»

— Omega Wolf (14:50:33/11-19-50)

»»»I can speak from experience that the sight of one of the Warrens concrete hangars is one of the most uplifting things you're likely to see. Cheap fuel, good, solid repair jobs, and lots of reloads are the norm. And after a run of the Quebec defenses, you normally need it.»»»

— ReRun (11:24:53/11-26-50)

»»»They're pretty good about paying for your cargo too. I exchanged a load of Vindicator cannons for some really hot bio material. You wouldn't believe the profit I made on them.»»»

— Jade Hunter (04:45:36/12-03-50)

GEOGRAPHY

THE WARRENS

The Warrens was perhaps one of the largest and most intricate of underground bases in the NORAD system. At its largest capacity, after its last expansion in 2006, it could hold close to 12,000 residents full time in housing zones, as well as close to three times as much room in labs and storage areas. At its largest occupancy it only held three thousand. In the aftermath of the quake and the battles, much of the base was lost to collapses in the tunnel system and bio-chemical contamination. Indeed, few residents move out of the known safe zones without enviro-suits.

The inhabitable area of the base is currently divided into three main zones: Residential, security, and supply. Residential zones contain all the space and services necessary for the four thousand residents. Security zone handles not only the defensive systems of the base, but controls close to forty kilometers of territory around the base, and monitors out to an unknown distance. Supply consists of the food production caverns and several small

factory areas producing necessities of life for the underground. As well, a large portion of its efforts go towards the recovery of gear from the lost areas of the base.

Defensively, the base is a wonder of technology. Almost every corridor is covered by camera/servo-gun combinations, and most of them are monitored. Externally, a large sensor array searches for air targets, and two interceptors are always ready to scramble in case of threat. Most of the ground around the base is also covered by sensor arrays. It is suspected that these arrays extend northward to the Quebec border, and forty to fifty kilometers to the south. Heavy panzers also patrol the areas around the base, and infantry teams patrol the outskirts of the city. To top things off, every adult resident of the base is trained in the operation of most of the systems of the base, and almost all carry heavy sidearms at all times.

Above ground, the airport is the main feature. The ancient commercial airport has been converted entirely into the military base. Concrete hangars house a fleet of at least a dozen helicopters, between six and eight CF-201 fighters, two EFA interceptors, and a fleet of panzers. As well, a variety of conventional armored vehicles are housed.

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»»»The way I understand it, security nowadays has gone down the tubes. A lot of the servo-guns are more or less dead, the lighting in the tunnels has been cut down, and many of the security sensor arrays have been taken out by weather, Humanis infiltrators, and some of the animals in the area. Some parts of the complex have turned into little tribal caverns, and I hear a lot of gang fights go on in the tunnels. Is this just rumour, or what?»»»

— Komet Kid (02:19:50/11-06-50)

»»»The whole servo-gun thing is a rumour, but they sure don't look like they'd work. I hear that Security Council technical teams occasionally select a few guns and give them a little work so they look like they're dead. The thing about the lighting is entirely correct, but since all the security cameras have been replaced with thermo systems, it doesn't matter much. Besides, they never needed lighting anyways. Think about it. They're mostly dwarves. Built in thermographics. As far as the tribal thing, it's true, but not in the Security controlled sections. Since they're completely isolated from the rest of the complex by some serious defense systems, they really don't care what goes on down there. Besides, they use it as a training ground for their troops.»»»

— ReRun (17:09:27/11-09-50)

»»»I don't know about isolation. I heard about a Banshee that got into the residential section and killed off a couple people before they fragged it. Supposedly it got in through some ancient ventilation tunnels. Understandably, the SC downplayed it quite a bit.»»»

— Barron (01:07:48/12-10-50)

»»»While you're in the Warrens, some places you might run into. First, a note on finding your way around. The place is organized in colour zones, Red being the main security zone, purple, green, blue, and white being the residential section, and orange, gray, and black being the factory/research zones. If you see the black zone, by the way, get the hell out of it. If you're not authorized, you're dead. Then the place is set up in levels, from 1 to, as far as I know, 40. The Access number is the "street address" of the place. You might have to ask directions to find the Access, the place is a real maze.

Temporaries Hostel

Green Zone, Level 7, Access 1409 / Large Hotel / No racial bias / LTG# 0956 / Manager: Armand Lorino

If you're a visiting rigger, they normally put you up in the Temporaries. A really nice place, big rooms, awesome room service, and solid doors (this is real important in the Warrens). No problems with weapons, armor, but they don't like customers killing each other.

Cavern One

Green Zone, Level 17, Access 0043 / Nightclub / Bias towards non-riggers / LTG# 9844 / Owner: Morin Desjardine

You can't really call it a nightclub, 'cause the Warrens doesn't have a day/night cycle. This is the hottest spot for riggers. The amount of tips and information running around this place is fantastic, and Rick, one of the bartenders, has run the Quebec border at least fifty times, still does, and likes talking about it. Weapons are allowed, fighting is allowed, but don't shoot the staff.

Purple Zone Bazaar

Purple Zone, Level 10, various entries / Open Marketplace / No racial bias / Organizer: Lt. Lesli Darrien

In every zone of the Warrens, there exists a mall. The purple zone bazaar takes the cake. Located in a really massive cavern that used to be a series of gyms before the walls were taken out, jam packed with several hundred people, you can buy and sell anything here, plus a few other items. BTLs, body

parts, military hardware, data, anything. Don't try to rip anyone off though, because the place is organized by the security council, and there's normally about three platoons of regular infantry roaming the crowd, and a few drones hovering over your head.»»»

— Komet Kid (00:34:59/12-12-50)

»»»We can't forget something really important, can we?

Security Council HQ

Red Zone, Level 15-20, various Accesses / Large Office Building / LTG# 1111

The nerve center of the Security Council, this multi-level complex is open day and night, heavily guarded, and real important to visitors. This is the place where you arrange permission for a temporary stay, Warrens citizenship, sale of really big/hot cargo, escorts for a run through Quebec (they do this sometimes), and a lot of other stuff. Don't screw with security. You can't carry weapons into the place either, and if you happen to trip a detector while you're in there, and they have them all over, the automatic defenses will shred you.»»»

— Sage (23:20:12/12-15-50)

»»»Purple Zone, Level 36, Access 1034 will get you into the abandoned section, if you fiddle with the electronics on the lock a little. Getting back is a little tougher.»»»

— Anonymous (15:22:47/12-18-50)

NORTH BAY

The city proper of North Bay exists in a relatively small area near one of the two area lakes. While in its prime the city occupied considerably more area, the quake, depopulation, and warfare left a much smaller population and most of the city in ruins. The remaining population retreated into an easily defended lakeside area, which they eventually walled off. As well, the current location is less than a kilometer from the gates of the Warrens.

The majority of the residents earn their pay in trade with the Warrens. Farming, hunting, fishing, and scavenging from the city provide a meagre, yet sufficient lifestyle for most residents. A small portion also engage in running the Quebec border, usually through the system of rivers and creeks of the northern wilderness. As a result, the proliferation of weapons in the city is extreme, where virtually everyone has access to military hardware. The city government, as a result, tends to be quite dynamic in that the entire upper echelon is normally 'replaced' several times per year. The current government, led by the dwarven Bear shaman Erich Connors, has somehow managed to last out six months, despite three separate attempts at deposing them.

»»»Hmmm. They don't say much about the place. Sounds like some kind of frontier town.»»»

— Smily (08:45:04/11-06-50)

»»»That's actually a pretty good analogy, if you add in the military surplus family car, automatic weapons, modular housing, and the occasional gang. The place is actually very fun at night. The wall parties are a real blast, and some of those bars...»»»

— ReRun (17:22:16/11-09-50)

»»»Yeah, the wall parties are awesome. This is when a bunch of residents get together, go up on the wall (about thirty feet high, twenty thick with battlements) and watch the ghoul/gang wars. Hell, sometimes targets get close enough so that we can join the fun. And the bars, yeah, they're something else. Bass One is about the wildest and most dangerous place I've ever been, and The Tank is phenomenal. The Tank, by the way, is a reconstruction of the place that started that riot in town way back near the turn of the century. They have this big Leopard tank imbedded in the wall. And the turret still moves...When

you're completely burned and the thing starts pointing your way...»»»

— Anonymous (23:50:05/11-24-50)

OUTSKIRTS

When the population of the city retreated to a relatively small area, the remainder of the city became easy pickings for all manner of squatters and more sinister residents. A few homesteaders live out of the main city, in small walled fortresses. These are normally surrounded by small plots of cultivated land and several layers of razor wire, minefields, and remote weapons systems. Aside from these few, the remainder of the residents consist of a variety of gangs, squatters, and a fair number of ghouls. Nearly every night the city erupts with the sound of gunfire, explosions, and such as the gangs fight running battles with ghouls over scavenged food supplies. Occasionally the city sends out troops to cull the number of ghouls, but lately this has resulted in considerable casualties. It is expected that the practice will be discontinued in the near future, unless more military vehicles can be borrowed from the Warrens.

»»»This is not a place to get caught outside in at night. I've seen groups of ghouls go after some of the homesteads with flamethrowers. They're much worse on people caught in the open.»»»

— Looie Loo (20:39:04/11-02-50)

»»»The reason the combat teams have been getting shot up so much is due to infiltrators, not the ghouls and gangs. It seems the Purity League is about to have another go at the Warrens, the poor, stupid buggers.»»»

— From the Deep (11:02:00/11-07-50)

»»»Wasn't the PL wiped out?»»»

— Tag (13:55:30/11-02-50)

KENJI BIOTECH

The Kenji Biotech compound is typical of Japanese corporations. A number of modular housing units, a factory, and various services all contained in a high wall studded with defensive systems. There are several helicopter pads, and almost daily one heads over to the Warrens airport to pick up some bio-hazard. It is estimated that 200 workers live here, but the exact figure is unknown.

On a rare occasion, Kenji will recruit workers from the town, usually to supplement security. Normally they simply bring in workers from one of their other factories.

If is unknown exactly what the purpose of the Kenji base is, however it is obviously known to some party as a number of attempts by criminal elements to enter have been made on the compound. It is unknown whether any have succeeded—Kenji Biotech does not have much in the way of public relations. It's suspected that the heavy security has been more than a match for the runner teams.

»»»Yep, that's one thing the locals are good at: supplementing security.»»»

— Tall Boy (23:50:01/11-08-50)

»»»This Kenji outpost is just there for the purpose of testing the various items from the Warrens. It is believed that, as well as the daily chopper run, they send in exploratory teams through some hidden passages. They also pay bio-prospectors pretty well for their stuff.»»»

— ReRun (02:05:20/11-09-50)

»»»They do send exploration teams. I have encountered a few members of these teams, violently. They are heavily armed, and use powerful magic. They do not know the passages though, and that is their weakness.»»»

— Pendragon (20:17:51/12-01-50)

»»»I wouldn't be braggin' about that chum. Kenji has some real vicious security units. I for one would not want to have a run in with them.»»»

— Chuck D (14:08:21/12-10-50)

»»»I do not brag, and I do not fear Kenji Biotech.»»»

— Pendragon (18:58:06/12-10-50)

»»»Maybe you don't, chum, but a lot do. 'Cept maybe said 'criminal elements.' I have it on good authority that they're actually a bunch of good old boys from town after KB's ass for something or other. If you've met the town's good old boys, you sure wouldn't want to be in Kenji's position, chums. Maybe you think yer big city go-go-gangs are tough, but you don't want to be around when these guys pull up in an APC with belt fed Vindicator/GL mounts on the top. Or the LAW rockets in the back of the family pickup. 'Less you got a panzer.»»»

— Wastrel (00:10:58/12-21-50)

THE MATRIX

The Warrens matrix has been torn down, damaged, patched and overhauled so many times that no one can really say what it is. The original military connections, dating back to approximately 1970, are still connected to the state of the art system added around 2038. Add to this hundreds of line patches and the various hardware running the system, and the result is what some deckers have called the most dangerous grid on the planet. The Security Council has taken advantage of the deadliness of the system by connecting their own system inside the many layers of military IC still operating. This is possibly the only major weakness in their defensive systems. Currently, the outer security layer of the grid is purely the old 2038 military system with a few patches. These system patches, however, are indistinguishable from the old system. Once past this main outer layer, the ancient internal military systems are mixed in with many system patches and the new government systems. Security is laughable. To quote the infamous decker Sparrow, "A complete drek-head could cut through that stuff with a turtle and on-the-fly utilities." Analysis by an independent consulting firm has confirmed this opinion. The matrix, while possibly the easiest way to access the Warren goings-on, has little to offer in the case of a large scale assault. Thorough analysis has indicated that absolutely no external slave system such as doors or ventilation systems are connected to the grid. Only a few internal security cameras, obviously passed over in the rebuilding, seem to exist. Quite possibly there is a second, unconnected system controlling all this.

The city system is attached to the Warrens grid, but the security of it is minimal. The biggest threat outside the Warrens is the Kenji Biotech grid. Strong corporate IC has encouraged many invaders of the North Bay system to look for their fortunes elsewhere. It is of interest to note that the area grid is still connected to the international system, although the Warrens is technically speaking a criminal outpost. Attempts were made in the early years of its establishment by UCAS technical teams to remove the system, but the teams were overwhelmed by the number of ancient military connections to the outside grid. It is estimated that there are close to three hundred independent connections to

the UCAS RTG, as well as those to the Quebec and Algonkian-Manitoo RTGs.

»»»The thing about this mix of the new and the old is that it leaves all kinds of holes in the security there. The government relies on the older military ice to keep out intruders, so they have relatively light security themselves. So if you're good, you can trace a path through the old military systems without a hint of ice...»»»

— Key Cat (12:01:51/11-01-50)

»»»If you're lucky, chummer, you might. If you're not lucky, you could be toast. I thought I had a nice little entry, 'til I hit the wandering ice. I was lucky. I only lost a Cyber-7.»»»

— Nova (23:20:00/11-04-50)

»»»Yeah, tell me about it. I got chased halfway through the system before I managed to kill the sucker! By that time, there were fragging alarms going off all the way to Chiba. I almost got hit by a Trace, but it managed to get bogged down in one of their patches. Not that it would have mattered much. There's no one for the Trace to call back to!»»»

— Ice Falcon (03:57:09/11-07-50)

»»»You killed the ice?!? Frag, this is military ice here!»»»

— Stink Bug (17:34:10/11-08-50)

»»»You betcha! It took a bit, but I had this MG9067-SF hardening chip my buddy Tall Boy picked up in one of the old Matrix Warfare labs down there. Besides that, I don't think the ice was updated for the patches, because it really slowed down when it hit 'em. And it may be military ice, but it's still a decade old.»»»

— Ice Falcon (12:30:38/11-12-50)

»»»This military stuff is peanuts compared to some of the Kenji Biotech system they have in town. I was doing a look-see on the Kenji system, and did I get a little surprise. I burn the fraggin' Killer, in a Red node no less, was browsing some data, and then the alarms go off. So I haul ass for the SAN, and what do you know but the Killer is back up, meaner than ever, and lookin' for me! Far as I can tell, they've got something that's regenerating.»»»

— Louie Loo (02:12:15/11-18-50)

»»»That's pretty doubtful. You probably just set something off when you were browsing, and it started the alert and rebuilt the ice.»»»

— Screamer (20:45:07/11-19-50)

»»»Like hell I did, chum! I've been scanning for things like that since...well, since I set one off. If they were capable of something my little 'mine detector' couldn't find, then I'd never have got past that ice in the first place.»»»

— Louie Loo (03:47:32/11-24-50)

»»»My question is, with all the various hardware, how do they maintain the thing?»»»

— Argand (21:04:59/12-02-50)

»»»They don't. They can't. They don't even know where the hardware running half the thing is, and they don't know how to maintain what they can find. When a machine goes down, they just replace it with something a little more modern, and maybe patch the area around it. From what I've heard, some of the military ice they can't even get to recognize the Security Council deckers. They've lost a few to that problem.»»»

— Ice Falcon (11:13:40/12-04-50)

»»»If you can get into the MW mainframe, you have paydata. There are programs in there that were designed to take out Sov military IC, and that means they can cut through modern corp IC like a Fairlight Excalibur through Blue Access. You just have to find the lab. And finding it doesn't mean you can find it again. The fraggin' system changes so often...»»»

— From the Deep (09:46:40/12-13-50)

PUEBLO: CROSSWALK OF THE WEST

“Pueblo? I never shop in Pueblo.”

— unnamed Denver woman, 1986

Here is my home town of Pueblo, Colorado, 2054 style. This is presented as a piece written by a neoanarchist named John Wilkes. His affected prose can be a bit annoying. Maybe that's why even he doesn't keep it going constantly.

Wordman <lward@flaspt.com>

When asked by NAGEE to elucidate some of the more savory aspects of human culture for the benefit of those who perambulate in areas void of illumination, I could think of few places more useful to the neoanarchist than the city of Pueblo in the Corporate Council of a similar name. What follows is such a missive, utterly unofficial (save certain factual statistics liberated from other sources) guide to what was once called the Steel City of the West.

FACTS AT YOUR FINGERTIPS

PUEBLO AT A GLANCE

Population: 423,120

Human: 55%

Elf: 3%

Dwarf: 13%

Ork: 20%

Troll: 9%

Other: 0%

Per Capita Income: 42,500¥

Below Poverty Level: 8%

On Fortune's Active Traders List: 3%

Corporate Affiliation: 72%

Education (percentage of adults)

High School Equivalency: 20%

College Equivalency: 58%

Advanced Studies Certificates: 8%

LTG Prefixes: 966, 967, 9023

WHEN TO GO

Weather in Pueblo is fairly standard for the Pueblo Corporate Council. Pueblo has four distinct seasons, all of which are fairly dry. Spring and autumn are both pleasant, with little rain, although late spring and early summer sometimes host afternoon thunderstorms (often without rain). Winter can drop below zero temperatures, sometimes as much as 10° C, especially in February. Very low humidity, almost always under ten percent, alleviates most of the stress associated with such a temperature, as well as the July and August highs of over 30° C.

WHY GO

Pueblo offers much for the illicit tourist, especially those craving high technology; the Pueblo Corporate Council is home to cheap, high quality electronics, and Pueblo is a major warehouse, producer, and distributor of such items.

Pueblo is the ultimate rest stop and quick get away hideout, as it is only 200 kilometers from the Ute Nation border, 260 kilometers from the Confederated American States, 180 kilometers from the United Canadian and American States, 50 kilometers from the border of the Sioux Nation, and perhaps most crucially, 40 kilometers south of Denver. Almost all cargo moving from Denver into the Pueblo Corporate Council comes through Pueblo.

Pueblo is also one of the few places in the PCC where getting good guns is feasible, as the military SecForce base as well as weapons manufacturing plants are present in Pueblo, allowing a ballistic version of the trickle down theory.

»»»Belmont fixers usually are the best place to go for these guns. Don't dare try to get them directly from the base or from the manufacturers.»»»

— Metalshade (05:40:01/4-10-54)

»»»There is a significant enough demand for weird odds and ends from Denver to make smuggling profitable. Students love new simsense releases, for example, and exotic food like shrimp and real alcohol do real well.»»»

— Ooze Petal (21:07:02/5-26-54)

Pueblo's Airlink system is a godsend to we, the hooligan's of the night. You can rent aerial transportation and loft at will to any locality within the Pueblo Corporate Council. Within the city of Pueblo itself, there are no fewer than five Airlink stations, operational at every hour—four in the city and one in Pueblo West.

Although smaller than many cities of equal importance, Pueblo is comparatively cosmopolitan, especially regarding fellow beings of the metahumans and non-Indian persuasion.

There are many other reasons to be in Pueblo, but due to the spatial constraints on my impeccable prose, only one will I mention. That is banking. With such a deservedly secure reputation, the Pueblo Corporate Council Matrix is a natural for banking systems, and Pueblo is where most of these systems are springing up. While corporations like these banks for security and a tax break system much like that which allows Swiss banks to excel, illegalists such as yourself will find that, provided you can open an account, unfriendly groups will have time tracing your credit lines (unless, naturally, it is the Pueblo Corporate Council with which you are unfriendly).

»»»Art is a major part of Pueblo. There is a group of artists who live in the Grove, just outside of the Rust. I was invited to live with the colony (the only musician to do so) and consider it one of the best experiences of my life. Real art is alive in Pueblo.»»»

— Patrick (15:41:09/10-5-54)

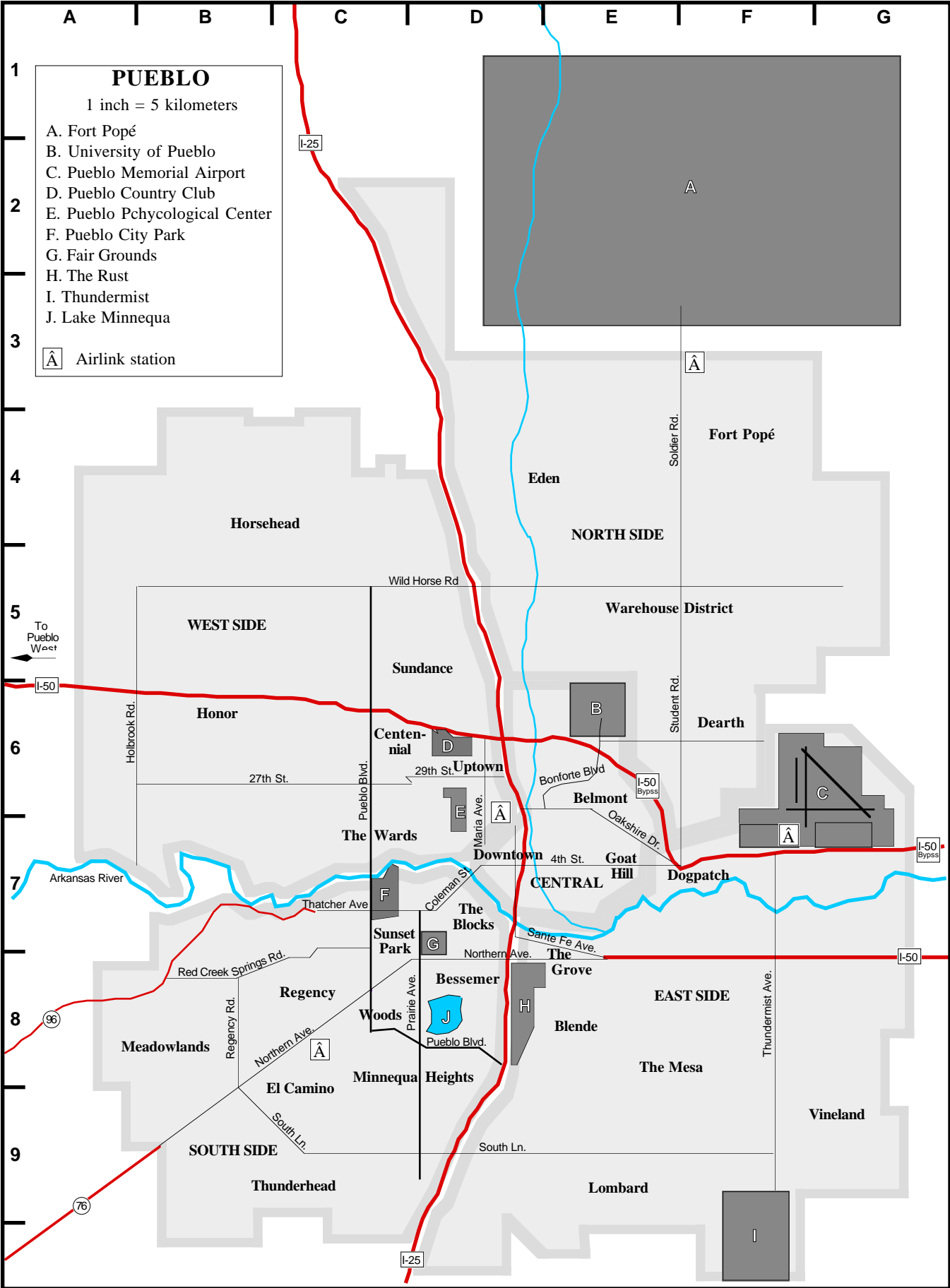
ACCESS

Planes are served by Pueblo Memorial Airport which boasts regular flights to most major NAN cities, and two Denver locations (Denver International and Colorado Springs). Most flights from other cities come through Denver. Pueblo Memorial can handle normal jets, but not suborbital or semiballistic flights.

Locations within the Pueblo Corporate Council are connected by the Airlink transit system, offering continuous hops to everywhere in the PCC. Short distance helicopter traffic also links locations within the city itself.

»»»Airlink intown is fast but expensive, around 45¥ fixed rate. Stick to cabs, chummer. If you really need air transport in the city, rent it. Airlinks to other parts of PCC are pretty reasonable, though, like 100-200¥, depending on distance.»»»

— Ooze Petal (21:09:23/5-26-54)



PUEBLO
 1 inch = 5 kilometers

- A. Fort Popé
- B. University of Pueblo
- C. Pueblo Memorial Airport
- D. Pueblo Country Club
- E. Pueblo Pchycological Center
- F. Pueblo City Park
- G. Fair Grounds
- H. The Rust
- I. Thundermist
- J. Lake Minnequa

Ⓐ Airlink station

1
2
3
4
5
6
7
8
9

A | B | C | D | E | F | G

To Pueblo West
 ←

96

76

I-25

I-50

I-50 Bypass

I-50

I-50

I-25

Ⓐ

Ⓐ

Ⓐ

Ⓐ

Ⓐ

Ⓐ

Ⓐ

Ⓐ

A

Fort Popé

Eden

Horsehead

NORTH SIDE

Wild Horse Rd

WEST SIDE

Warehouse District

Sundance

Honor

Dearth

Centennial

Uptown

Belmont

The Wards

Downtown

Goat Hill

Dogpatch

Arkansas River

Thatcher Ave

4th St.

Sante Fe Ave.

Red Creek Springs Rd.

Regency

Woods

Bessemer

The Grove

EAST SIDE

Meadowlands

El Camino

Minnequa

Heights

Blende

The Mesa

Thundermist Ave.

Vineland

SOUTH SIDE

Thunderhead

South Ln.

Lombard

I

Overland, Pueblo is on the intersection of Highway 25 (north to Denver and south to Albuquerque) and Highway 50 (west into the Ute Nation and east into Kansas City). Steve's Buses run a shuttle from Colorado Springs into Pueblo on an hourly basis.

Pueblo is, as ever, a train town, being located as it is just before the Rocky Mountains, but no passenger trains journey into Pueblo; however, there are many cargo trains which enter the city, mostly from Denver, carrying foodstuffs and other encumbering necessities.

»»»Hitchin' on a train is a wiz way of travelin'. Stay outta the fridge cars, though.»»»

— Gentledust (14:58:46/1-21-54)

TOURIST INFORMATION

A fairly useless place, but their restaurant guide is good, and look at the package deals for stuff like white water rafting if you need cover to go west a bit. Matrix accessible at LTG: 966 (66-TOUR) and in person downtown at 5th and Main. This group can also set you up with a native lawyer if you need one. If you need a lawyer in Pueblo, do not hesitate to acquire one.

VICE

BTL traffic is increasing from both Denver and Sioux lands. A plethora of citizens of all ages, but especially students and the elderly end up addicted to BTLs, living (and consequently dying) in the Rust. Alcohol and normal chips are legal but most inconveniently taxed. Pueblo Corporate Council requires 18 natal anniversaries before one may purchase spirits.

Blue laws are only slightly less Puritanical than Seattle, although conspicuously missing in Pueblo is a red light district. Many prostitutes work and home, so to speak. Many are students and will usually come to you. Catalogs are available over the Matrix detailing each woman and how to contact them.

»»»Here's how you find the catalog. Dial up the Tourism BBS (see above) and look for an add for Stout's Pet Store. The add will vary from month to month, but will always mention a special and an LTG number. The number is the SAN which holds the catalog and whatever pet is involved in the special is the password.»»»

— Weblust (15:41:09/10-5-54)

ENTERTAINMENT

Art is extraordinary in Pueblo. The ceramic sculpture and pottery is truly exquisite, among the finest in the world. It is difficult to remove from Pueblo Corporate Council lands, however, a problem which some will hire others to circumvent. Pueblo has a theatre company, which performs Shakespeare and native plays about equally. A symphony exists, but it is, quite frankly, none to good.

Pueblo has no local professional sports teams. Even Pueblo University has the good sense enough not to have a football team. Tennis, for some reason, is widely played in Pueblo, perhaps due to extremely adequate facilities left after the Treaty of Denver.

Pueblo hosts five public trideo stations—KMXX (NBS, channel 5), KATV (CBC, channel 11), KTMV (ABS, channel 13), KSCT (Independent, channel 4), and KUSC (University ran, channel 8)—as well as 235 cable stations throughout the spectrum. The most popular radio in the area is KILO (93.9 FM) and KARK (100.7 FM). Also of interest are KUSC(98.5 FM), the university student station featuring cutting edge music, and KVOX(96.5), a pirate group which often spreads neanarchy.

The Star Journal provides accurate news coverage for the most part, as far as text media goes. The morning issue

can be uploaded at 966(66-STAR). The same company also produces *Contrails*, a new bulletin which is updated every 30 minutes.

HISTORY

A FRONTIER TOWN

Like it's larger neighbor Denver, Pueblo has a history of picking the exact wrong industries, although in a more subtle way than Denver. Fortunately for Pueblo, events seem to conspire to keep it going as a community.

When Pueblo was founded in 1859, it had already enjoyed a fairly robust life, both as a trading post and military fort. Built at the confluence of the Arkansas and Fountain Rivers, Pueblo was a natural spot for a trading post and rest stop for explorers of the Rocky Mountains immediately to the west, and for migrants on their way to California.

This first outpost existence created an initial boom, because gold had just been discovered in Colorado, and Pueblo was the most natural place to get supplies for prospecting. The gold ran out, ending the first boom-bust cycle in Pueblo. Silver was found, and Pueblo held on for a while longer. The land, however, was not as rich as everyone thought, and soon Pueblo was seeing fewer and fewer prospectors.

Just as things looked their worst, trains came to Pueblo, making it a major hub for the west, and a major source of conflict for the town. The Rio-Grande range war involved armed employees of three separate rail empires, all fighting over territory and customers. In many ways, this war echoes modern corporate practices, using force and thugs to divide market share. Eventually, the war ended, and more eventually, trains in Pueblo began to wane as lucrative business.

During this time, Pueblo's untraditional enemy, nature, struck in full force. From June 3 to June 5, 1921, unseasonable, heavy rains pounded Pueblo, eventually breaking through a levee system built to contain river water. Pueblo was flooded quickly, to a depth of nearly 4 meters in some places. This flood brought in the military to help clean up, a process which took almost two months. After this flood, Pueblo began to build much more robust embankment systems. Currently, the Arkansas River is flanked by twelve meter concrete embankments at nearly every point as it passed through Pueblo west of City Park.

»»»I heard that there were a bunch of tunnels under Pueblo that orks now live in. Why didn't they prevent the flooding?«»»

— Mikey (14:32:25/1-25-54)

»»»They weren't built yet, stupid.»»»

— Dog Thing (06:06:43/6-12-54)

»»»That's right Dog. In fact, they still haven't been. Naturally Pueblo has a sewer system, but it is nowhere near the size that rumors would indicate. While, perhaps, some squatters might live in one or two spots, there is just not enough room for an underground town. The Pueblo-Under of popular legend does exist, but not under the streets of Pueblo.»»»

— Great Steam Eye (14:57:09/12-25-54)

The flooding past, trains were on the way out when steel came to Pueblo just in time to save it from economic ruin. From a multitude of micro-smelters, the Colorado Fuel and Iron company was eventually built. Pueblo became one of the largest steel producers west of the Mississippi, earning it the name of the Steel City of the West. At one point, the CF&I employed over half the city. During the 1970's, with the United States having a monopoly on steel production, a CF&I employee could

make over \$20 per hour (1970's dollars) without a high school diploma and qualified technicians made even more. Then, the United States lost its monopoly and U.S. steel producers could no longer afford the wage spiral within which they and the Steel Workers Union had become caught. The CF&I dried up, and Pueblo almost did with it.

»»»The hulking buildings and towers of the CF&I still form a large portion of the Pueblo skyline. It tried to stay in the steel making business after the '70's, but closed for good in 2010. Known by locals as "the Rust", currently it provides shelter to a fairly large community of homeless of all ages.»»»

— Coma (13:13:24/10-30-54)

BOOM AND BUST

After years of unemployment rates of 20% or more, Pueblo began a concerted effort to attract businesses. The arrival of Sperry Technologies heralded the beginnings of Pueblo's move to high tech and good times. Being named America's Best Place to Live in 1988 helped Pueblo gain even more industry. Many of the more advanced parts of Pueblo were built during this boom period, most notably the arts center and the refurbishing of the university. Unfortunately, most of the industries attracted by Pueblo were defense contractors, mostly missile assembly, and when President Clinton cut the defense budget in 1998, these industries had to shut their doors, leaving Pueblo abandoned once again.

Many Pueblo natives were not involved with the companies and elected to stay, hoping for opportunity to knock. When it did, many weren't sure they should get the door, but in the end they had little choice. Fleeing the rioting and uncertain future of southern California, thousands of people came to Colorado and many settled in Pueblo. With them came many businesses, most notably insurance and finance companies as well as various computer manufacturers. Boom time hit Pueblo again.

On these high times came the Resource Rush. With its rail system, location and cheap real estate, Pueblo became a locus for redirecting newly mined resources in 2004. Minerals and ore came from all over the west, usually from Indian reservations and previously national parks, to be sorted and redirected to points east. Puebloans became hotly divided over this issue; many saw the Resource Rush as unnecessary, especially at the expense of the land they respected, others saw the money and the jobs which the Ferris redistribution sight brought to the city. As the Ferris site became larger, both noise and pollution levels increased and Ferris began to put legal pressure on homeowners to sell their land to make way for Ferris expansion. Pueblo had never had a pollution problem and was inherently wary of big business and government, and Ferris supporters began a slow steady migration to the faction which opposed the Resource Rush. By the time Shiloh Launch Facility was taken over on May 5, 2009, much of Pueblo was rooting for, or at least sympathetic towards, the SIAM terrorists.

Although many Puebloans feared the SIAM demands, which would likely remove them from their homes, few thought that Native sovereignty would ever come to pass. One year later, when an old WWII Japanese internment camp near Pueblo was opened by the government to hold hundreds of Native Americans, many Puebloans were outraged and began to organize for the impeachment of the President. Some were more vocal, assaulting guards at the Pueblo REC and attempting break-outs.

TIMELINE

1787: San Carlos de los Jupes, a Commanche village created by the Spanish, created in what would become Pueblo County

1803: Louisiana Purchase gives land east and north of the Arkansas river to the United States

1806, Nov 24: Zebulon Pike begins attempt to climb Pike's Peak from Pueblo

1821: Mexican government, newly independent, assume possession of local territory formerly held by Spain

1842: Fort Pueblo built

1854, Dec 25: Occupants of Fort Pueblo massacred by a band of Utes

1858-1860: Gold discovered in Colorado territory

1859: Pueblo founded at the confluence of the Arkansas River and Fountain Creek

1861: Boone Treaty signed, turning a portion of the southeastern Colorado territory into a reservation for Cheyenne and Arapaho Indians

Feb 28: The territory of Colorado created by act of Congress

1864, Nov: Massacre of Cheyenne Indians at Sand Creek

1865: The treaty of Little Arkansas eliminates the Cheyenne-Arapaho reservation

Apr 9: [General Robert E. Lee surrenders, ending the United States Civil War]

1867: Fort Reynolds built near Pueblo to "protect settlers from hostile Indians"

1872: Colorado Chieftain begins publishing daily under the name Pueblo Chieftain; the newspaper is published as such until 2011

Oct 11: First Colorado State Fair held, becoming an annual Pueblo event.

1873: Pueblo's population tops 3,000

1876, Jun 25: [265 U.S. soldiers killed by Sioux in Little Big Horn, Montana]

Aug 1: Colorado becomes the 38th United State.

Aug 13: Sam McBride, treasurer of Pueblo school board embezzles \$14,000 of school funds and is never seen again

1879, Jun 9: Bat Masterson, supervisor of the Pueblo railway system, surrenders to Denver and Rio Grande Railroad forces, ending the Royal Gorge rail-war

1884: Economy in turmoil as railroad and smelting stockholders fight to control each other's businesses

1885, Feb 26: [United States Congress prohibits importation and migration of foreigners under contract to perform labor]

1886, Mar 9: The cities of South Pueblo, Pueblo and Central Pueblo consolidate into one city—Pueblo—making it the largest city in Colorado

1888: Central High School opens, the site of the Pueblo Plan, one of the earliest attempts at individualized instruction in the United States

Rivals Colorado Coal and Iron Company and Colorado Fuel Company merge to become the Colorado Fuel and Iron Company (CF&I), which forms the backbone of the cities economy most of the following century.

1889, Apr 22: [Former Indian territory opened for settlement, causing the Oklahoma Land Rush]

1890: Population reaches 31,491, growing 663.4 percent in ten years.

Dec 29: [Battle of Wounded Knee]

1891: Pueblo trolley Car service boasts 25 miles of track on five separate lines throughout the city, with trains running from 6am to midnight.

1894: Budding 14-year old local writer, Damon Runyon covers a lynching for a local paper, his first professional writing assignment.

1898, Apr 21: [Spanish-American War begins]

1900, Aug: Physician Louise Black throws would-be mugger over the side of the B Street Bridge into a dry riverbed

1901, Aug 30: Public gambling made illegal in Pueblo

1910: National Irrigation Congress held in Pueblo's Grand Hotel

1918, Jun 4: The first Baker Steamer, a steam-powered car rolls off Pueblo assembly line

Nov 11: [World War I ends]

1921, Jun 3: Extraordinarily heavy rains cause water to break through Pueblo's levee system (the best of its kind and the time), flooding Pueblo to a depth of 11 feet, killing a least 200 and decimating the city's business and industry. Up to \$19 million of Pueblo's \$33 million assets were destroyed. The army lends men and equipment to help clean-up for 51 days.

1923: Man gunned down in Pueblo bar, presumably by Mafia hitmen

1929, Oct 29: "Black Friday"—Stock market crashes, bringing in the Great Depression

1934: Dust storms inundate the southwest, driving many to California. Dust masks come into fashion, as does dragging a chain behind your car to prevent static electricity from harming the battery

By this time, with the arrival of large electronics manufactures like Vision Electronics, Pueblo was booming, its population was at its peak of 750,000. There were protests against the government nearly weekly until VITAS made its first appearance. An insulated, non-tourist community, Pueblo was spared most of the effects of VITAS, but still lost 15,000 people to it. The disease, and the UGE babies—mostly dwarves—born a few months later took the edge from Pueblo anger and replaced it with confusion and fear. Many sighted UGE as a government conspiracy, and few in Pueblo trusted the country in which they lived.

»»»I was just a kid then, but I remember swastikas and other Nazi imagery being painted on government buildings. One of the tee-hees painted this huge American flag with swastikas instead of stars. It summed up how we all felt. Our government had become a police state, selling out to corporate greed. As always, the ignorant people on the east coast (which is to say, all of them) didn't really see what was really happening out here. The sky is never visible, so they never look at it.»»»

— Christina (14:25:45/3-3-54)

»»»Um...the tee-hees?»»»

— Doomdancer (09:23:33/10-12-54)

»»»The Arkansas River has these huge cement banks flanking it where it runs through Central. In the 1970's students and others began to paint huge murals on them, sometimes signing with "tee-hee". The Man hated them, but they were a big hit with the locals at the time. The tradition lives on.»»»

— T. H. (10:59:19/11-29-54)

REVOLT

On December 30, 2011, the Zuñi, Hopi, Acoma, Laguna, Nez Perces and a handful of Comanche who had been held in Pueblo REC broke out, led by José Tornado-blood and his wife Maria, a shaman. Nearly immediately, this group began to perform guerrilla attacks on nearby military targets like Fort Carson, the Air Force Academy, and the Pueblo Army Depot. These attacks were made possible, to a large extent, by sympathizers from Pueblo who donated shelter, medical supplies, food and some weapons to the group.

»»»He makes it sound like the group all held together. This really isn't true. Some of the elderly and the very young went to help Coleman, sacrificing themselves in the Dance. Most of those who escaped didn't really fight in the front lines. Some came from other tribes to fight, some Anglos even fought. But mostly, we used magic to blow stuff up from a distance, then flee. Maria Tornado-blood figured out early on how mask people to look like Anglos. Combined with the hospitality of Pueblo, this led to some pretty devastating attacks without ever really getting into shoot-outs.»»»

— Smellbody (21:02:02/10-22-54)

The U.S. Army knew Pueblo was harboring the Native Americans, and sent in tanks and began to shoot known "traitors". These actions increased in intensity, but generally worked to the detriment of the Army. On New Years Eve, 2016, the Army shut down Vision Electronics, which had been building makeshift ECM systems and donating them to the guerrillas; in a drumhead, CEO Tim Chavez was hanged. Five days later, the sun rose to reveal every tank in Pueblo melted, blown-up or on fire.

TIMELINE (CONT)

1941: Pueblo becomes a diocese of the Roman Catholic Church
 Dec 7: [Japanese attack Pearl Harbor, bring the United States into World War II]
 1942, Apr: U.S. Army opens an ordinance depot in Pueblo, which is eventually renamed Pueblo Army Depot and made home to gas weapons, a missile repair center, the U.S Army historical properties repository
 1943: Japanese Puebloans rounded up and shipped to a relocation camp nearby
 1945, May 7: [Germany surrenders, ending the war in Europe]
 Aug 14: [Japan surrenders, officially ending World War II]
 1948, Jul 20: After serving as training area for the 208th Bombardment Group (the Flying Tigers), Army Base becomes civilian property. 1950, Jun 25: [North Korea invades South Korea, beginning the Korean War]
 1954, Aug 1: Pueblo Memorial Airport, built on old Pueblos Army Base, opens
 1970: Pueblo begins sister city project with Puebla, Mexico
 1972, Jun 2: Sangre de Cristo Arts and Conference Center opens
 1975: Comanche Steam Electric Generating Station opens
 Apr 30: [Siagon falls to North Vietnam]
 Jul 1: After the pouring of the Pueblo Reservoir, Lake Pueblo opens to the public
 1982: Bowing to pressures and profit-loss caused by the breaking of the United States steel monopoly, CF&I Steel Corporation closes down much of its production and lays off over a thousand workers. Unemployment peaks and Pueblo loses a significant portion of its population.
 1987: After passing a half-cent sales tax to pay for promotion of Pueblo to business, Pueblo boasts three large military-contracting manufacturing companies
 1988: Pueblo judged the best city in America in which to live
 1998 President Clinton cuts defense spending. Within two years, all military contractors in Pueblo, and some 5000 jobs, have vanished.
 1999: The Pueblo economy gets revitalized by an influx of people and companies fleeing the violence and uncertainty of California
 2002: CF&I halts what little production they had left and shuts its doors forever.
 2004: In response to the Resource Rush, Ferris mining builds a distribution center in Pueblo from where minerals, ores and other natural resources culled from recently opened regional preservation lands are shipped.
 2006: Arton builds a research facility in Pueblo to investigate turning oil shale (which forms most of the ground in Pueblo) into a usable energy source
 2007, Aug 16: High levels of uranium in the water supply leave Pueblo without drinking water for three weeks
 2009: Vision Electronics, an optical chip manufacturer, moves to Pueblo, employing 3500
 2010: Re-Education and Re-Location Act re-opens the Japanese relocation camp near Pueblo (renaming it Pueblo REC) and uses it to hold hundreds of Hopi, Zuñi, Acomas, Lagunas, Comanche and Nez Perces prisoner
 The population of Pueblo reaches 750,000
 VITAS plague kills a comparatively meager 7% of Pueblo's population
 2011: Year of Chaos. UGE babies, nearly all dwarves, born to 2% of local child-bearing women
 2012: A mass breakout of the Pueblo REC begins a long guerrilla war against military targets in Colorado, occasionally using the many Pueblo sympathizers for shelter
 2014: Tanks from Fort Carson roll into Pueblo, 14 Indian sympathizers shot publicly for treason
 2016, Dec 31: Vision Electronics is shut down by the military for collaborating with Indian guerrillas
 2017, Jan 4: The Army tanks used to fortify Pueblo are all sabotaged and destroyed, but no attempt is made to replace them
 Aug 17: The mountains in Washington explode, signaling the end of the "Genocide Campaign" against the Native Americans
 2018, Jan 30: Tremor shakes Pueblo, possibly caused by an underground explosion at the Army Depot
 Mar 25: Treaty of Denver signed, creating the Pueblo Corporate Council, with Pueblo near its eastern border
 2021, Apr 30: 10% of Pueblo's population begins to goblinize
 2022: VITAS kills another 7% of Pueblo's population, a third of which are metahuman, prompting a gang of metahumans to break into St. Mary Corwin hospital to steal medicine, starting riots and racial violence
 2024: Mothers of metahumans (MOM) founded in Pueblo, soon spreading nation-wide

TIMELINE (CONT)

2026: Native Thought occupies Vision Electronics old facilities and begins to produce chips and cheap simsense units

2027: Pueblo University (the old University of Southern Colorado) offers a degree in Magical Studies, the first university to do so in the PCC.

2029: The Internet crashes, taking most of Pueblo's industry with it

2032, Jan 1: The Pueblo Terminex, one of the five original machines making up the PCC Matrix, goes on line, maintained jointly by PCC and Pueblo University

2033: The Arrowhead Foundation is founded as a semi-commercial Matrix software company and the expanding PCC secretly begins to use cyberdeck technology

Jan 23: [Wraith fighter-bombers attack both sides of the EuroWars, ending them]

2034: The Thundermist Fusion Power Plant begins construction south of Pueblo, flooding Pueblo with the workers needed to build the plant

2037: Tsimishan succession prompts many Pueblo elves to migrate there

2039, Feb 7: The Night of Rage—Most Puebloans stay in their homes, avoiding conflict

2041: The Thundermist Fusion Power Plant goes on-line six months early, supplying power to most of western PCC

2045: The Pueblo Computer Workers Guild reaches 150,000 members

2047: Pueblo University's Computer Science Department is sighted as the best in North America by U.S. News and World Report

2054, Jan 1: The PCC revokes the license of Aztechnology, barring them from business in PCC lands.

»»»»We were pretty busy the night the tanks melted. We were beginning our fifth year of resistance, although most of it took place outside Pueblo. By then, more of us had heard the magic in our blood. The tank melting came from an old ceremony. This one guy, Imran Blacknose, was not all that into the whole native religion thing. He did it because it worked, but he pretty quickly figured out how to get the effect without all the dancing. Maria didn't like it, but he taught the rest of us, and pretty soon we were inventing whole new fields of magic, at least for the time.»»»»

— Prof. Great Steam Eye (00:26:15/12-8-54)

By this time, the Army was expending such an effort (and having such difficulty) in finding Coleman that the tanks were never replaced. A year later, a tremor shook Pueblo, which was believed to be caused by the Army's destruction of the Army Depot before they abandoned it. Two months after that, the Treaty of Denver was signed.

THE NAN & METAHUMANITY

Pueblo greeted the Treaty with apprehension. The Anglos didn't really know what would happen to them, but that didn't last long. When the Pueblo Corporate Council was formed, the first official action of the Board of Directors was to banish all non-Native people. No exceptions. This caused quite a stir in Pueblo, with opposition being voiced from Anglo and Amerind alike. There were protests, but when the Chairman of the Board thanked the Anglos for their support and politely asked them to leave, it seemed no other options were available. Many Puebloans moved to Denver and Seattle. A few preferred to kill themselves rather than leave. One Daniel Trujillo even hid on the river for 8 months before reappearing to assassinate the head of Pueblo, Vice-President Wheatfrost.

»»»»When the PCC started letting in non-tribals, a few of the more active Anglos were actually sent invitations to return.»»»»

— Holly (13:53:24/2-23-54)

After this assassination, a young, charismatic Hopi named Mineral Bullet-Shaman was promoted to be Pueblo's VP. In a short time, Mineral became very popular in Pueblo. His organization, especially of Pueblo University, got Pueblo through the translation into NAN hands more quickly than any other city in the Council. This popularity conspired with events to create a social norm unique to

Pueblo; on April 30, 2021, in a live and televised speech to the city, Mineral Bullet-Shaman began to turn into a troll.

It took a day or so to determine that was transformations wracking Mineral with pain on television were occurring to 10% of the worlds population. Goblinization came to be associated with Mineral, not the other way around, and Mineral's popularity made Pueblo's adjustment to metahumanity very quickly.

»»»»Grrrr. I'm about sick of hearing how perfect Pueblo is, dammit. I know people in Pueblo who are just as racist as Seattle Humanis scum. Humanis even has a chapter in Pueblo. Don't give me this shit about Pueblo accepting metas.»»»»

— Cascade Trog (21:11:36/1-12-54)

»»»»Granted, Pueblo is not the paradise this history makes it sound like, but racism is much less prevalent here than in other parts of North America. I gather that after Mineral's public transformation, he was out among the people very quickly. He also kept his VP position for another five years, which gained him much respect.»»»»

— Holly (13:59:59/2-23-54)

A serious blow to this racial acceptance was the next wave of the VITAS plague. This time, Pueblo got hit much harder, and during the emergency, several metahumans broke into St. Mary Corwin hospital to steal medicine. This escalated into a few brawls on the river and downtown, and eventually into the hanging of ork Jessica Seven-Bears. This started even more violence, and it wasn't until Mineral got very authoritarian that the incidents stopped.

»»»»One of Mineral's moves was to berate the metas who broke into the hospital. Many metas saw this as him selling us out, and got the hell out. Pueblo Under began that day.»»»»

— Hulk (07:29:27/2-27-54)

Pueblo prospered in the years following, gaining new business and becoming the cutting edge of cyberdeck software technology. After the crash of '29 was cleaned up, the Pueblo Corporate Council built an internal computer network. The Pueblo Terminex was one of the original five machines in this network, and now forms the regional backbone for the Pueblo Matrix.

The Night of Rage passed without much incident in Pueblo. Historians credit a 40cm snowfall in averting most of the violence. Most Puebloans gathered in groups and watched the reports of the riots on the trid in horror. Only three fatalities were reported, all humans. When the snow thawed, there were many marches, but no melee.

Since then, Pueblo Corporate Council has become the most prosperous nation in North America, and Pueblo one of the most prosperous cities within it. Recently, Pueblo Corporate Council has been in financial news for pulling Aztechnology's license to practice within its borders. Shortly after this action, Aztlan cut off diplomatic relations with the Pueblo Corporate Council. Rumors of war have been ripe, but neither side seems to want to push it. Locally, Pueblo has been the site of some run-ins between the Security Force and rigger traffic, especially from the Sioux Nation, who has been accused running BTL chips into the PCC. Two months ago, two local software makers (Virtual Realities and The Arrowhead Foundation) took over and divided a third (Iris) under very odd circumstances, including a fire, a missing person, un-accounted for funds and an armored truck.

»»»»Local humor has it that the "dilation fiasco" also involved a llama, six tons of Crazy Foam™ and an inflatable moose.»»»»

— Irlkwell (05:27:03/1-6-55)

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»»»Pueblo sounds a bit boring, don't it? Be fooled: negative. Under the success and profit and warm fuzzies, Pueblo can be just as corrupt, morally bankrupt and generally fucked up as the rest of the world. You'll find the same viscous power struggles, crooked cops, *ad nauseam*. It's all much more subtle though. That's the one rule: subtle. Cars blowing up and arson are not common place here; Pueblo is a pretty small city.»»»

— Mind Frost (10:48:56/1-7-54)

GOVERNMENT

Being a city within the Pueblo Corporate Council, Pueblo is run as a branch of the corporation. The top dog in Pueblo, an office very like a mayoral one and officially known as Vice President (Pueblo Branch), is one Whittiker Ramirez, only recently appointed to the post. V.P. Ramirez is heavily cybered, the result of an almost successful assassination attempt made a few years ago when he was lower on the corporate ladder. Insiders tag him as very capable, and dedicated to technology and metahumanity. He shows no sign of magical ability.

Ramirez is very close to Maria Alonzo, the current president of the PCC. It is thought that they may be romantically linked, but this has not been confirmed. He is known to dine often at the Pueblo Country Club and to be an avid golfer.

Other notables in the Pueblo branch of the PCC are General Emmanuel Six-Fingers, base commander at Fort Popé and coordinator of the Defense Arm of the SecForce. He is a mundane with years of combat experience and a degree in Electrical Engineering. Captain Regina Manzinerez heads the Civilian Arm of the SecForce. She is a hermetic mage, one of the few in Pueblo, and is tough as nails.

ECONOMY

OVERVIEW

Like most of the Pueblo Corporate Council, Pueblo's economy is based mostly on tertiary industry—information processing. Almost all food and manufactured goods in Pueblo are imported. All corporations are locally owned, and major megacorps have a negligible presence here, as in all of the PCC.

Pueblo posts a return on investment of only 3.5 percent, far less than most other facets of the PCC. This is mostly due to the costs of running Fort Popé and its sensor array. Most of the PCC's money in Pueblo comes from the development of IC for other corporations and Matrix use fees for the companies which are not subsidiaries of the PCC. The banking system, which is mostly run by the PCC, posts the most profit.

»»»You need a damn expert system to understand the banking system. As I get it, by PCC law, the PCC cannot keep money in any of the banks which they run, but their employees can.»»»

— Fistslime (21:19:37/3-4-54)

Pueblo hosts several companies, some of which are subsidiaries of the Pueblo Corporate Council.

THE ARROWHEAD FOUNDATION

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Olric Chiras

Business Profile: Olric Chiras is an enigmatic character, and his company shares this reputation. Many of the more random ideas in Matrix security and productivity were invented in the walls of the Arrowhead Foundation. The Foundation owns the market in low-cost, high quality presentation software for the business and education markets, and is begun to break into the personal application market with the purchase of Iris Software.

Security/Military Forces: In addition to standard security, the Foundation has a large body of magical security.

PRINCIPAL DIVISIONS

Division Name: Arrowhead Research

Division Head: Sally Twin

Chief Products/Services: Research into new algorithms, effects of psychological IC and networking systems, as well as market analysis of public needs in the computer field.

Division Name: Arrowhead Manufacturing

Division Head: Samuel Martinez

Chief Products/Services: Writing, printing and packaging of commercial software, including Hephastus (a virtual physics simulator), Muse (photo realistic architectural design) and other educational programs.

»»»The Foundation's been weirding out lately, like they want to branch into more than computers. My guess is that they've stumbled upon a major magical breakthrough and are doing handsprings to figure out how to market it before someone else figures out what is going on.»»»

— Magma Magnet (01:49:31/7-29-54)

»»»Several Arrowhead managers have been seen talking with known Atlantean Foundation fixers.»»»

— Daysonic (10:27:44/11-3-54)

NATIVE THOUGHT

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Gabriel Aquiel

Business Profile: Native Thought makes most of its money through B-grade simsense, and covers all factors of production. Recently, Native Thought has been producing mid-range skillsofts, mostly of Native American languages and culture.

Security/Military Forces: Native Thought subcontracts all security, and has been known to employ gangs as muscle.

PRINCIPAL DIVISIONS

Division Name: Hardware

Division Head: Brian Trujillo

Chief Products/Services: Manufacture of low-end simsense players, and printing of simsense chips produced by the Production Division.

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LTG: 9023(87-2877)

RATECH

Home Office Location: Albuquerque, Pueblo Corporate Council

President/CEO: Lane Mistfeather

Business Profile: Ratech is a subsidiary of the Pueblo Corporate Council. Ratech weapons are all of Ares Macrotechnology design, under license to Ratech. The guns produced here are almost entirely for the PCC Security Force, save hunting and hand weapons, and are known for their quality.

Security/Military Forces: All Ratech employees are trained with firearms, and many have worked with SecForce in varied capacities. All security matters are handled in house, with close liaison to SecForce.

PRINCIPAL DIVISIONS

Division Name: Weapons

Division Head: Syryl Morgan

Chief Products/Services: Manufacture of military grade weapons, from sidearms to heavy support weaponry.

TABLELANDS

Home Office Location: Santa Fe, Pueblo Corporate Council

President/CEO: Margaret Dogrunner

Business Profile: Although the home office is in Santa Fe, most of the creative work happens at White Dawn. (The name is a reference to a Hopi creation myth.) With the new release of Synthesis, Tablelands has become the largest software firm in the world, discounting multinational conglomerate companies. Many in the industry feel that Synthesis will remain the standard programming environment until technology changes drastically. Tablelands has a very large influence over the skill sets put on the immigration lists, and hire more Anglos than average.

Security/Military Forces: Tablelands subcontracts all security operations, save Matrix security which is handled in house.

PRINCIPAL DIVISIONS

Division Name: White Dawn

Division Head: Kalia Bienivedez

Chief Products/Services: Creation, packaging, and marketing of commercial software, mainly for business and programming needs. Chief among their products are Synthesis (a sophisticated, icon based, Matrix software authoring system for mainframes) and Wren (a multi-user, multi-relational, seeking database).

»»»Most deckers salivate over a chance to work for Tablelands. They are very lenient towards personal expression and pay very well.»»»

— Neckberry (01:39:00/6-4-54)

»»»I personally would rather have a copy of Synthesis than a job with Tablelands. Very slick. I'm told that, in a pinch, it can distribute itself over five or six top-line cyberdecks and work fairly well. You need lots of storage space, though.»»»

— Horse (06:06:29/8-12-54)

»»»Wren is also a marvelous product. Nearly any time you search the Matrix, Wren is getting used somewhere along the line. Wren dæmons are pretty common in the Matrix. They appear as very small, golden birds. They are almost always in flight. Apparently, if you find one perched anywhere, you should give it your name and tell it to fly home. Some sort of reward is involved. I guess its an inside joke at Tablelands.»»»

— Percy (00:01:29/8-14-54)

VIRTUAL REALITY

Home Office Location: Pueblo, Pueblo Corporate Council

President/CEO: Robert Velarde

Business Profile: Most pocket secretaries come with VR software installed, most notably Mimic, the voice-to-text subsystem. With the recent acquisition of part of Iris Software, VR, a loose subsidiary of the Pueblo Corporate Council, has become second only to Tablelands in the software market. The Iris division is temporary, eventually to be merged with the Software production division, while putting marketing into its own division.

Security/Military Forces: VR maintains its own security, but can call upon SecForce reinforcements if needed.

PRINCIPAL DIVISIONS

Division Name: Software production

Division Head: Michelle Garcia

Chief Products/Services: Authoring and marketing of commercial software, ranging from home use word-processing to mid-sized business software.

Division Name: Iris

Division Head: Janet Three-trees

Chief Products/Services: Authoring and packaging of commercial software for large businesses (such as RavenMail and Windfall, a stock expert system) and Matrix administration (from small tools like Tricorder to large Matrix controllers like Interlok).

CRIME

Being in the Pueblo Corporate Council, Pueblo doesn't seem to possess much need for standard Sino-European organized crime monoliths, or even fragments thereof. Mafia, Yakuza, and Seoulpa rings are all extremely absent from the Pueblo scene; however, information and computers being such a vital commodity in the PCC, groups of fixers, deckers, street hoods, and even corporates can be found which are organized much like Seoulpa rings, and many which adopt their tactics, although plying them towards the discovery and brokering of information and technology. Known to civilians as *tóho* (a Hopi word meaning, inexplicably, "black shale"), some of these small pocket groups dabble in BTL and other trades normally delegated to organized crime as a source of income. These are rare, however, as most of this type of activity in Pueblo is handled by gangs.

There are few large gangs in Pueblo, but a multitude of smaller ones. The more diminutive of these youth groups are often built around a political philosophy are particular activity. For most consideration, these smaller gangs should be considered only cannon fodder, if at all, by real criminals; if you do need such a service, however, discovering a pack's political motivations and approaching them by that vector will likely breed success.

»»»A pretty huge chunk of these small gangs are based on anti-Anglo prejudice, so scout well.»»»

— Head (11:03:42/6-16-54)

Regarding gang membership, most are Hopi, although Zuñi numbers are growing, and many of them are magicians.

»»»Another weird trend is that with the PCC emphasis on tech, larger and larger cuts of these blooming wizards are hermetic.»»»

— Greybridge (03:55:32/8-1-54)

Of the larger, standard gangs, two are on the East Side, three are on the West. All but one of these gangs are sufficiently into vehicle use that they could be classified as go-gangs. The East side houses Sword Mind, a multi-race

go-gang with what they call a “hive mind”. Without individuals, Sword Mind favors body-sculpting to remove as many facial details as possible, making all members resemble other members, within racial limits. Their colors are blue and grey, and their symbol is a brain, viewed from above, surrounded by 7 outward pointing swords. Sword Mind deals in BTLs, protection rackets, and small time smuggling. They claim all of the major streets on the East Side as turf. Scorpion Set is the other East Side gang, and are the lone non-go-gang. They deal in selling smuggled goods, although they do not smuggle them themselves. They are mostly human with quite a few orks, and operate throughout the city, but mostly on the East Side. They wear no colors, although many sport a scorpion tail earring. They have their own invented language, which they use to identify one another.

»»»Any rigger worth his salt who moves through Pueblo knows a Scorpion Setter. They’ll buy almost anything if they can sell for a profit, and it saves the rigger from having to push his own cargo. Trusted riggers, I’m told, sometimes get Denver contracts from the Set.»»»

— Dune Dancer (23:57:43/3-3-54)

West side gangs are marked by a staggering animosity towards one another. Turf wars are common, especially at I-50 and I-25, Holbrook and 27th, and most of the other major intersections on the West Side. Doom, a racist, human go-gang, is currently the deepest of the gangs, although that may soon change as their rides into the South Side, downtown and the North Side have been increasing in frequency. Their bikes are of high quality and usually armed. They wear traditional Hopi garb and eagle feathers (their symbol) in their hair. Doom doesn’t seem very interested in much business except irradicating Anglos and metahumans. The Fury Jaguars, an ork and troll gang, are not technically a go-gang, but smuggling is high on their activity list, so they often use vehicles of all types. The richest of the West Side gangs, the Jaguars focus mainly on pulling contraband from close borders. They often sell to Sword Mind, although only when their own channels are clogged. All the Jaguars learn falconry, and having no symbol or colors, a falcon on the wrist is often all that will distinguish them. A recent, and still small, force in the neighborhood is Snappershock, a mixed-race, mixed-tribe semi-go-gang. Almost five percent of Snappershock are magicians, so they are coming on strong, though they are often side-tracked by random, non-sensical projects, assumedly of a magical nature. Snappershock wear purple and black and have tattoos of electric eels the soles of their feet.

Another gang worth noting is the Eternity Merchants. The EM’s are a group of young deckers from all across Pueblo who hold that the Pueblo Terminex is their turf. They spend most of their time in a virtual gang hall, or raiding databases. EM’s are a bit erratic, but legitimate and criminal Matrix users treat them, usually, with respect, as they often know the Pueblo Matrix better than anyone else. EM’s are famous for requiring extremely trivial bits of irrelevant information as a price for their own data or assistance. Merchant graphics tend to be flashy, but all have a chrome globe somewhere on their person.

Last, but certainly not least, with Pueblo’s location, smuggling is a major pastime. Although goods brought into Pueblo often make their way back out again (more profitable that way), a large network of smugglers has developed. At first glance, the network appears homogenous, and to many extents is; however the network is made up of cells, and although these cells often cooperate, they are really in direct competition. Relations

between cells are dynamic, complex and often volatile. The level of intrigue, in-fighting within a cell, duplicity between cells, and double-, triple- and even quadruple-crossing in Pueblo smuggling is like nowhere else on earth, even Denver. Pueblo is small, making competition more intimate, and computer information is much harder both to retrieve and to forge. Currently, about eight cells exist, all of which will use any tool at their disposal to gain superiority over the others without, in so doing, leaving themselves open to annihilation by the other cells.

DISTRICTS

Pueblo is divided into six basic districts, differentiated by compass orientation. The labels are highly inaccurate, but serve well enough. For your perusal, each district is listed below, complete with neighborhood information. Do note that because Lone Star ratings are not officially used in Pueblo, security entries reflect this writer’s own biases of what Lone Star would label them.

CENTRAL

NEIGHBORHOODS

Once the northern most point of Pueblo, expansion of the city towards the military base has made this the central area of the city. Downtown is eminently unimpressive, featuring only a few buildings, none of much height. It is where most Pueblo Corporate Council offices and public buildings are located. Belmont houses many of Pueblo’s wealthy, especially non-corporate types like doctors and well as a few more affluent professors. Goat Hill is almost entirely occupied by direct employees of the Pueblo Corporate Council.

Neighborhood	Security Rating
Belmont	AA
Downtown	AA
Goat Hill	B-AA

»»»Security downtown can get fairly lax at night, except on weekends.»»»

— Metalshade (05:55:03/4-10-54)

HOTELS

La Casa Hotel

Luxury Hotel (12 floors) / 101 Grand / 966(54-4363) / Downtown, D7

Subtle and sedate, this modern hotel houses an excellent staff and all the modern convenience, including ballroom, three meeting rooms of various sizes, spa, high-speed Matrix access, valet parking, and two restaurants. Rooms are large and are very reasonable.

University Hotel

Average Hotel (5 floors) / Bonnymede & Murphy / 966(79-9595) / Belmont, E6

This hotel is mainly for visitors and guests of the University of Pueblo, but during slow times rents rooms by the hour, making it popular with nearby students and hookers.

»»»Stay outta here during the graduation season. Loco parents abound!»»»

— Roadsoul Ghost (15:17:10/6-28-54)

RESTAURANTS & BARS

Bertha’s Breakfast Bar

Medium Sized Restaurant / 1st & Santa Fe / 966(19-5605) / Downtown, D7

With better than average food for the price, this all day breakfast attracts, depending on the time of day, PCC employees, students, families, and workers of all stripes. This provides an alert tourist with the most average of Pueblo surroundings, complete with a stunning cross-section of the humanity which dwells within.

Fencing Sun

Medium Restaurant & Bar / 203 S. Main / 966(41-4114) / Downtown, D7)

Weeknights, this establishment provides quality (if expensive) semi-formal dining. On weekends, it provides mainly a locus for well-dressed post-graduates and corporate climbers to mingle. Regurgitation is highly frowned upon.

»»»Getting kicked out of here—or even not let in in the first place—is pretty easy. Hell, they near booted me 'cause I ordered straight whiskey instead of some fruity thing. Still, I've never seen corp people as loose-lipped as in this bar late Fridays.»»»

— Demon Cannon (16:07:36/6-17-54)

Hubris

Night Club / 605 Glendale / 966(32-0927) / Goat Hill, E7

Always featuring live music, usually jazz or some mutation thereof, this club has a very purist feel to it. Glitz is absent altogether, but the music is terrific. The food is respectable, but the wine list is abhorrent.

»»»Shaw. What do Injuns know about jazz?»»»

— Dave (10:17:48/5-29-54)

»»»I don't know if it's "real" jazz, but the music here is pretty fragging impressive. And if you say "Injun" again, I'll kill you.»»»

— Enrico Hillnever (17:17:53/6-1-54)

Magpie's

Small Restaurant / 14 B Street / 966(96-8732) / Downtown, D7

A very small restaurant with a large following, especially in Pueblo's music community. Strangely, no live music is performed herein, but occasionally patrons will be writing new material here.

»»»The cook can also score some of chemistry's better achievements for a sum, if ya catch my meanin'.»»»

— Neverday (21:36:59/3-21-54)

Moss

Bar / 204 S. Main / 966(41-4189) / Downtown, D7

Directly across from the Fencing Sun, this is the seedy dive with few lights that we have come to know and cherish. The smallish room is perpetually filled with smoke, even when vacant, leading this writer to believe that artificial smoke is pumped in for effect. There are many booths, which is good for meets, and the liquor is watered down, which is also good for meets.

»»»Drop 20¥ on Mikey the bartender when he asks you what you want, and tell him you want to inspect the casks. He'll set you up with a back room if you need one.»»»

— Edward Shallow-Bear (21:42:28/9-27-54)

The Shaft

Large Restaurant & Bar / 101 Hickory / 966(01-7531) / Goat Hill, E7

A large sports bar, count on waiting for a table and drinks, as well as on seeing seemingly half of the people in Pueblo when a big game is on. During non-event nights, this restaurant is a favorite of PCC employees, especially those with families. Light is dim and portions are generous.

»»»This does a booming family business, but it also serves as one of the sell points for Sioux BTLs.»»»

— Corpsemeth (00:52:58/4-14-54)

»»»Interesting, as the Shaft is owned mostly by the PCC. I wonder how much they know about the beetles?»»»

— Feather (13:27:31/5-1-54)

»»»Three low-level PCC employees were found dead behind the Shaft today. No word on BTL involvement.»»»

— Feather (13:27:31/6-7-54)

Spirit's

Medium Restaurant & Bar / 10th & Santa Fe / 966(10-5876) / Downtown, D7

A pricy alternative to semi-formal/casual dining, Spirit's serves very trendy food, some of which is magically prepared. The staff is good, and the whole place can be rented out for an afternoon or evening. Many small PCC receptions are done here.

»»»It is a fairly open secret that local free spirit Dion Kimber finances this place. PCC law doesn't let him own property, but he's the *de facto* owner. When he's not teaching, he's sometimes entertaining guests here, even cooking.»»»

— April Cloud Dayfire (10:18:03/5-28-54)

»»»Kimber's rumored to be quite the ladies man, but I never hear anything more than friend-of-a-friend stories about this.»»»

— Nikki (04:59:34/6-19-54)

BUSINESSES

PCC Branch Office

10th & Court / 966(54-8796) / Downtown, D7

This is the old Pueblo Court House, your standard marble columned affair. It houses the offices of the Vice-President of the Pueblo Branch of the Pueblo Corporate Council, and those of his staff. It is also where inconveniences such as vehicle, weapon, and cyberware licenses must be filed.

PCC Hall of Tribunal

10th & Grand / 966(19-9043) / Downtown, D7

This seven floor building is divided into two major sections: the Pueblo City Tribunal and the Pueblo Regional Tribunal. Tribunals are the PCC answer to the court system, so if you are tried for an indiscretion, it will be here. The City Tribunal handles cases within the city limits. The Regional Tribunal handles matters in the smaller towns and areas near Pueblo, but outside of city limits. This is analogous to the division between District and County Courts.

PCC Security Force Headquarters

Police Station (15 floors) / 8th & Grand / 966(30-0911) / Downtown, D7

The police station. The building contains both offices and detention cells, as well as training areas. While the PCC SecForce is both the police and the military, this building involves mostly police functions. Most of the building is directly above the intersection of 8th and Grand, with the building covering the four square blocks around the intersection, with arches allowing traffic to pass between.

»»»The ground floor is wider than the others, holding a covered garage for patrol cars and so on, as well as reception, waiting and a few offices. The next six floors all hold offices, mostly one division per, save the second and third which both have two. There is a helipad on the second floor, atop the garage. Floors eight and nine hold training areas (like firing ranges and weight rooms), interrogation rooms. The rest of the floors hold cells.»»»

— Ooze Petal (21:30:53/5-26-54)

»»»Missed a few. The basement, for one. Most of the artillery is in the basement, really heavily warded. Astral security at this place is phenomenal; no eavesdropping. Level under the basement holds all the computer stuff.»»»

— Preist Leg (15:14:46/7-6-54)

»»»Matrix stuff is hairy, like all PCC systems. Bring body bags. Way black. I think they may store backups at Fort Popé, and most likely have a direct SAN there. By the way, the "artillery" mentioned above is formidable, but is security stuff mostly. The mil spec nasties are in the Fort.»»»

— Aquasonic (20:54:29/10-3-54)

Pueblo Mall

Shopping Mall / 1 Dillon Rd / 966(50-7216) / Belmont, D6

The one true mall, as American culture would recognize it, in Pueblo. Hence the name, I suppose. Each of the major software makers in Pueblo has a small outlet here, guaranteeing the lowest price you'll get for their wares. There is a locally owned Body+Tech franchise with competent docs. I'm told that Leaf Radiance has the widest selection of any lore store in Pueblo. Three Tree offers quality cyberdeck components most inexpensively, but with an utter lack of full purchasable cyberdecks in their inventory. The clothing retailers within the mall offer a wide variety of fashions and price ranges, including very reasonable natural fiber styles.

»»»The Pueblo Humanis Policlub reportedly meets after the mall closes in one of the stores.»»»

— Bob (18:33:21/1-25-54)

»»»There is a Sasquatch named Smoke in mall security who is really great. You'll like him if you meet him, but if you screw with him, lots of Puebloans will be unhappy with you.»»»

— Tanqueray (19:01:53/12-9-54)

Thatcher Building

Office Building (7 floors) & Large Bank / 4th & Main / Information: 966(19-4356) / Downtown, D7

The Thatcher Building is a very old office building, hosting a variety of lawyers, dentists, investigators, insurance groups, and First Bank. The offices are somewhat separate from the bank, so both keep different security.

»»»Ain't that the truth. While First Bank security is about what you'd expect, the office security blows major monkey. High school students routinely break into some of the dental offices to steal nitrous oxide. The security guys, according to rumor, have helped on at least two occasions.»»»

— Torman (23:19:02/7-26-54)

»»»One of the top floor corner offices has a surprisingly powerful astral ward. Anyone know what's up?»»»

— Roadsoul Ghost (14:29:04/7-27-54)

Union Building

Office Building (9 floors) & Large Bank / 8th & Court / Information: 966(96-9032) / Downtown, D7

This is where most non-native corporate offices are in Pueblo. The top floor, previously occupied by Aztechnology is now vacant. Other corporations which have offices in this building are Fuchi, Ares, Gaeatronics and the Atlantean Foundation. None of the offices are very substantial, with the exception of Ares, which has a liaison office to Ratech.

»»»Corporate circles call this office the Ladder, because it provides a means of elopement and defection for other corps. Usually, defections don't happen here, but often the cycle begins here, with people from each office being closer to each other, both spatially and socially, than anywhere else. It is incredibly easy to move secrets into someone else's office in this building. As a result, Matrix resources here are minimal and non-sensitive.»»»

— Fastjack (17:16:24/7-17-54)

»»»So why don't the corps move, if it's such a security leak?»»»

— Torman (23:29:26/7-26-54)

»»»Two reasons. One: the door swings both ways. Though corps can lose employees to the Ladder, they can gain them from it as well. Two: The PCC makes it much harder for non-native corporations to get leases in other parts of the city. Since the city of Pueblo is not that big a deal to the corps, this works well here, although, in Albuquerque, it is much different.»»»

— Edward Shallow-Bear (21:57:35/9-27-54)

MISCELLANEOUS

East High School

2037 Constitution / 966(16-4791) / Goat Hill, E7

The Pueblo high school system has divided the schools by academic area, although a basic core curriculum is required at all the schools. East, rival of South High, focuses on mathematics and art. Its symbol is the Eagle and its colors are white and gold.

»»»Like I'm gonna make a run on a high school.»»»

— Sorrow (08:27:36/2-3-54)

»»»Actually, high schools are great, because rooms are empty at night, they have equipment which you might have use for—like good Matrix connections and analytical software—odd trid libraries, chemical stores, and so on.»»»

— Day Stem (04:51:16/4-1-54)

»»»One good thing about Pueblo's split curriculum is that you can often make a good guess at what interests any teenager in the city just by looking at the colors of their jacket.»»»

— Hippopotamus Maiden (21:36:33/7-2-54)

Kachina Society Lodge

Policlub Chapterhouse (3 floors) / 1st & Greenwood / 966(KACH-SO) / Downtown, D7

This is the local circle of the Kachina Society, which is detailed on page 108 of PCC section of the NAN download. It is of interest to the shadows mainly due to an inner circle of real shamans within. It is, apparently, guarded by at least a naga.

Mothers of Metahumans Headquarters

Policlub Chapterhouse (5 floors) / 2nd & Greenwood / 966(MET-MOM) / Downtown, D7

This is the founding chapter of the Mothers of Metahumans (MOM) organization, founded in this very building in 2024. Metas in Pueblo should go here for legal hassles.

»»»After thirty years of dues money, this place has some serious Matrix presence. Not impossible, and worth the run, especially if you want dossiers on MOMs nationally or dirt on Humanis. Donations of the later, I'm told, they will pay for.»»»

— Aquasonic (20:59:53/10-3-54)

Sangre de Christo Art Center

2nd & Santa Fe / 966(24-8567) / Downtown, D7

This facility holds a 700 seat theater, art studios, dance studios, music practice rooms, meeting halls, ballrooms, and exhibit spaces. Prime examples of Pueblo's exquisite artistic talent are exhibited here. More interesting to the less cultural of you runner-types is the fact that many large corporate banquets and receptions are held herein.

Union Station

Train & Bus Station (2 floors) / 1 Union Station / 966(03-4923) / Downtown, D7

Although no passenger trains come into Pueblo any longer, bus traffic into Union Station is still substantial. Parking is atrocious, and in a rare lapse of design efficiency, the Airlink station for the Central District is a kilometer to the north.

University of Pueblo

966(34-8934) / Location B

This campus is known as UP, U of P, Pueblo University, and the University of Pueblo. Walking Stick, a public golf course, forms the west and north borders of this campus. The school holds satellite active trideo station, a diverse curriculum, and their computer department was voted the best of its size in North America. UP excels at three things: art history (with an odd slant towards Matrix painting), software design, and veterinary medicine. The departments of occult science, chemistry (especially those

branches relating to electronics), and business are also notable. The campus contains no dormitories, but does have a large student center.

»»»One of the most notable faculty is Dion Kimber, who teaches an introduction to magical theory. This is a pretty huge course, which is open to all students, even mundanes, and Kimber dynamic teaching style make the course easy and popular. Kimber is most noted as being a free spirit.»»»

— Barbara Halfmist (12:48:13/8-19-54)

»»»Kimber says he started life as a city spirit, but he won't disclose the city. Kimber likes to be around humans, so fits into the animus or player category. His powers are unknown, though he can obviously take human form and is known to be a sorcerer. He shows hints of having personal knowledge of events from 2012, which probably makes him one first free spirits.»»»

— Rosebark (03:23:02/9-9-54)

EAST SIDE

The East Side is set mostly upon a mesa and is more sparsely populated than other parts of Pueblo, excluding Pueblo West. What little manufacturing occurs is here, mostly in the Tech Center around the airport. Many of Pueblo's more "back-to-nature" types live out here, as well as a higher percentage of metahumans. Most residents work either for manufacturing, the airport, or in small businesses. The Rust bears special mention; it is a large squatter village within the ruins of the old CF&I factories.

Neighborhood	Security Rating
Blende	C
Dog Patch	B
The Grove	D
Lombard	B
The Mesa	C-B
The Rust	Z
Vineland	C

HOTELS

Airport Comfy Cubicle

Cheap Hotel (2 floors) / 501 N. Thundermist Ave. / 966(23-8987) / Dog Patch, F7

This is notable as the only coffin hotel in Pueblo.

Longhorn Lodge

Average Motel (2 floors) / 1602 Salem / 966(29-5453) / Dog Patch, E7

This is a pretty sleazy motor lodge, notable for you shadow-types for three outstanding features: the rooms all contain kitchens, the rooms may be reasonably rented on a monthly basis, and the manager, shall we say, chooses to remain ignorant of his guest's habits.

RESTAURANTS & BARS

Avions'

Bar / Pueblo Airport / 966(12-6759) / Location C

This is a pricy and fairly innocuous bar within the Pueblo Airport. It is generally not crowded (much like the airport itself) and therefore ideal for illicit *rendezvous*.

»»»The owner knows everything about the airport and can get some serious drugs. He costs, though.»»»

— Shark Dust (05:44:49/5-19-54)

57 Throughput

Nightclub / Hillside & Pleasant View / 966(57-5757) / The Mesa, E8

This club an extremely cutting edge place. Many bands which play here become very big. Its reputation among musicians and fans is about equivalent to Underworld 93 in Seattle, or more accurately, its little sister.

Kurmudgeon

Bar (2 floors) / I-50 & 21st Ln. / 966(05-6923) / Blende, E8

A favorite among working class orks and trolls, every facet of this bar is enlarged. Drinks are robust (lethally so in some instances) and even the snack foods may serve as meals. Prices are cheap. Kurmudgeon's only drawback is long lines, mostly on weekends. Wednesday nights feature strippers, mostly human females.

Orgasm's

Nightclub (3 floors) / 603 Kaiorama Dr. / 966(76-1467) / Vineland, G9

This club was built for dancing, featuring a tiered design. The ground floor is the main dance floor, with booths and the main bar surrounding it. The next two floors are basically balconies which look onto the dance floor (the third floor balcony looks down onto about 4 meters of the second floor). The second floor holds the DJ's booth and a stage, with more dance space, three cages, and tables. The upper floors are mostly small tables and large booths, as well as some private rooms.

»»»The place to see and be seen in Pueblo, but expect to pay for it. Cover is 20¥ and drinks run from 3-5¥. A good portion of the security staff is magical.»»»

— Mistress (21:54:23/1-29-54)

»»»Look out for a waitress named Nikki Crossfire. She's a real bitch, but knows just about everybody.»»»

— Toung Merchant (00:22:11/5-6-54)

»»»Love you, too, Merch. And don't worry; impotence is usually temporary.»»»

— Nikki (05:44:49/5-19-54)

Razor

Nightclub / 16 Rozani Ave / 966(82-4379) / Lombard, E9

For those who find Orgasm's to odiously trendy, there is Razor, an Edge bar brimming with leather, rubber, spikes, barbed-wire and every other trite leftover from anti-fashion. Security is very good, and the larger metahumans form most of the patronage. When trolls start body slamming, move on.

The Spitroll

Large Restaurant / 1502 Salt Creek Rd. / 966(04-7825) / Blende, D9

An inexpensive family restaurant, The Spitroll caters mostly to orks and trolls, with portions sized accordingly. More standard sizes are available as well, though they cost nearly the same amount.

BUSINESSES

Airport Tech Center

Office Building & Manufacturing Facilities / Airport / Loc. C

The generic term for a group of firms collected in two patches just south of the airport. The most notable of the firms here are the Arrowhead Foundation headquarters (with research and manufacturing units), Virtual Realities' main office, and Ratech's gun manufacturing plants. Also located in the Tech Center is U-Push-It Inc., a company which rents air vehicles.

»»»Security here can be hell. PCC SecForce maintains the general grounds, but each firm also has its own security. Most of these places are vicious to intruders, especially Ratech.»»»

— Flashking (00:39:21/2-6-54)

»»»I'm 90 percent certain that the Arrowhead Foundation is doing heavy magical research. This seems a bit odd for a software company.»»»

— Rosebark (03:58:09/3-17-54)

»»»Arrowhead has been acting a bit weird lately, especially with the dilation deal.»»»

— Petal Lichpilgrim (00:06:17/4-29-54)

MEDICAL

DocWagon Pueblo Branch

15 Chantala Circle / 966(D-WAGON) / Lombard, D9

What little presence DocWagon has in Pueblo is here. There are no medical facilities here, as DocWagon is delegated only to ambulance service within Pueblo.

Pueblo General Hospital

Hospital (15 floors) / 10 Touechway Ct. / 966(96-3967) / The Mesa, F8

This is a solid hospital, as long as your needs are not too exotic. What little magical healing is available is so at a very high premium. For minor inconveniences like broken limbs, deep cuts and the occasional bullet wound, Pueblo General's emergency service is very speedy.

»»»»General cuts some costs by getting drugs from questionable sources in Denver. I know for a fact that at least three doctors here are addicted to pain killers.»»»»

— Angerlip (01:02:29/10-19-54)

MISCELLANEOUS

Army Depot

East on I-50 / no phone / Off the map

The Army Depot is a non-location. It was leveled by high explosive by the United States military when they abandoned the site after the Treaty of Denver was signed. Rumor has it that under all that rubble are chambers with mustard gas from WWI, and other chemical nasties from later days. A separate rumor holds that this is the location of Pueblo Under.

Coleman High School

123 Los Maderos Rd/966(95-7111)/Lombard, E9

Coleman high school focuses on history and philosophy. Its colors are green and black, its mascot is the Spider, and it has about twice the average number of magically active in its student body.

Pueblo Memorial Airport

Airport / 966(93-3499) / Location C

This medium sized airport connects to other parts of the Airlink System and some points outside of the Pueblo Corporate Council (see Access above). It also holds a station for the local Airlink grid. Computers on site maintain the local Airlink system, as well as local air traffic, so Matrix security, in both virtual and real space, is tight.

Thundermist Fusion plant

2200 S. Thundermist Ave. / 966(TH-MIST) / Location I

This small fusion reactor provides environmentally safe power for Pueblo and the region surrounding it. Those of mental acuity warn against attempting gaining egress to this plant.

NORTH SIDE

The North Side is dominated by Fort Popé, the military base. The North Side is somewhat sequestered from the rest of Pueblo and is effectively a self-contained army town, with all the trimmings which that entails. Residents are almost entirely military with the exception of the southern section of Dearth, which is almost entirely students and teachers at UP. Eden is home mostly to non-coms, while the sections around the base itself are given to officers. Between Dearth and the base are a long strip of warehouses, many of which are abandoned.

Neighborhood	Security Rating
Dearth	C-A
Eden	B
Fort Popé	A-AAA
Warehouse District	D-B

HOTELS

Eden Inn

Average Hotel (4 floors) / Eden Avenue & I-25 / 9023(60-2990) / Eden, C3

This hotel is reasonably priced and almost fully automated. Much procreation tends to occur here, and the walls are thin; the rooms of Eden Inn are often utilized by local prostitutes.

Martial House

Luxury Hotel (5 floors) / 4001 Solider Rd / 9023(95-4766) / Fort Popé, E4

Although spartanly military, this hotel may be the best in Pueblo. Two in-house restaurants are first rate (and expensive) and one has an excellent champagne brunch. Military discounts are available. The Hotel is set on extensive, wooded grounds, including an Olympic sized pool, tennis courts, gym, and immaculate lawns. Rooms are large and feature hi-speed Matrix access and a full cable system.

»»»»Martial House it plugged into a rigger for security, so sneaking about here is not very easy. The grounds apparently have sensors which track movement on the ground, translating it to tingles on the rigger's skin. The rigger (or, rather riggers, 'cause they work in shifts) is in contact with hotel security, especially the three wagemages always on duty. On the up side, if you need security, this is Pueblo's best bet. Extra magical security can be charged to room service.»»»»

— Aqua Sky (06:44:39/7-2-54)

Mondelria's Hotel

Luxury Hotel (3 floor house) / 10550 E. Wild Horse Rd. / 9023(87-2877) / Warehouse District, G5

Although the sign on this oddly placed Victorian home says "For Sale", it is the occupants of this structure to which this sign applies, not the house itself. This is Pueblo's only real brothel, which does a booming business thanks to excessive rates and guaranteed health.

»»»»Love this place. A great many more Anglos than is normal for Pueblo frequent this establishment, most of them riggers. It's right on the border, and if you've got the money, the ladies (and I mean that in the absolute best sense of the word) will do many more useful things than satiate your tattered libido, like run errands. That may not sound like much, but to a rigger, it is a Godsend.»»»»

— Dr. Love (09:08:09/8-16-54)

RESTAURANTS & BARS

Effusive Conduct

Nightclub / Wild Horse Rd & I-50 / 9023(87-4676) / Warehouse District, D5

This is a fairly standard nightclub, with mostly military patrons on weekends and students on weekdays (when the cover drops to 3¥ from 7¥). Musical taste is vapid, leaning toward whatever danceable Song-O-Mat mush is *en vogue* this week. No real gimmicks, but patrons are usually pretty creative.

Ennu

Nightclub / 2901 Student Rd. / 9023(22-2741) / Dearth, F6

This small, dark club caters to Pueblo's gay community. It is a fairly closed community for an outsider, especially an Anglo. Security is tough and plentiful, so the cover charge is high (20¥).

»»»»There's a cosmetic body shop in the basement. Marvelous work. It helps to know a regular, though. You might try asking for Excedrin.»»»»

— Arrow Leg (18:39:19/4-10-54)

House of Receiver

Bar / 5062 Wild Horse Rd. / 9023(2765-8843) / Warehouse District, E5

This started as a non-com bar, but was soon beat out by the Rail Gun and Tear Gas. The patrons who remained behind loved natural atmosphere. Most of the steady patrons were and continue to be shamans from the base, but the House has become known as a place where magically active individuals can come to be with their peers.

Inamorata

Bar (2 floors) / 162 Belmont Ct. / 9023(85-7732) / Dearth, E6

This is your standard college bar on the ground floor. The upstairs is generally where philosophy and computer majors can be found, arguing over a topic of the hour. The bar opens at noon, but is mostly empty until about 4pm, which provide an excellent meeting location.

Officer's Club

Large Restaurant/16 Officer's Ln./9023(77-3985)/Fort Popé, F4

This is a semi-formal establishment offers county club-like services to officers of the SecForce military and their guests. Security is provided by MPs.

Rail Gun

Bar (2 floors) / 3020 Fountain Creek Rd. / 9023(55-2740) / Eden, E4

A haven for family-oriented, less wild non-commissioned officers, this drinking den serves average drinks and no food. The atmosphere is calm and the lighting is subdued, but not dim. I found the help to be the most polite in the North Side.

»»»They're more polite once you know 'em. You'd think that patrons of such a calm bar would get flack from other soldiers, right? Negative. Many of the patrons served in pretty intense combat (although not often together), and you can feel the camaraderie. You hear the phrase "you know how it is" a lot in this bar. I wouldn't snicker at it, if I were you chummer.»»»

— Boydust (08:49:17/4-1-54)

Tear Gas

Bar / 5001 Dillon St. / 9023(62-9466) / Eden, D3

This is a rowdy counterpart to the Rail Gun, popular with younger non-coms, especially metahumans. The drinks are larger, the employee's more rude, the bouncers are tougher, but will allow more rough-housing. Prices are about the same.

BUSINESSES

»»»I guess this should go here. The warehouse district was built when Pueblo had 750,000 people, holds more storage space than Pueblo currently needs. Pueblo, in general, has more space than it can use; after the Treaty, many of the apartments were demolished and real houses built in their stead. Anyway, a lot of these warehouses are abandoned, making them prime for runners. Gangs favor them, too, for executions away from their turf. Many already have pirate Matrix connections. Once every few months, SecForce sweeps through them all, though, so don't plan on staying long. The warehouses that are in legitimate use are pretty well guarded, as a lot of the warehoused stuff is PCC property.»»»

— Slow Rise (23:04:33/9-17-54)

Bank of Pueblo

Large Bank (3 floors) / 3620 Solider Rd. / 9023(96-8772) / Fort Popé, E4

This is a very large bank, one of the largest I've seen, complete with fenced, landscaped grounds. A major bank, it began the trend of secure, Swiss-like banking which is now common in Pueblo. The second floor holds offices of mid-level executives who handle larger clients. The top level is for top level management and security, and no

patrons are allowed. Security Force employees, both the police and military types, get special deals here.

»»»The Matrix here has low gravity, a micro-world with trees and atmosphere. It is an onion system, with smaller worlds inside, like a Chinese puzzle box (although you can't see the level above you, only sky). Security gets tighter the farther in you go. This is would be your standard B³ (Big Bank Bitch) system if it weren't in the PCC; but here it is much worse. Think twice before you go in here.»»»

— Hellrunner (18:45:20/6-26-54)

»»»This bank uses biologicals at night, mostly hell hounds. Most of the other tricks are in effect as well, especially magical ones.»»»

— Captain Door (16:50:42/9-6-54)

MEDICAL

Doctrine Medical Facility

Hospital (10 floors) / 1304 Hopi Avenue / 9023(99-2735) / Fort Popé, F5

A quality hospital, catering mostly to the families of SecForce stationed at the fort. The hospital is no stranger to cybertechnology and will install and repair it, although for military and other illegal cyberware, only SecForce with proper clearance are offered this service. The hospital also does not sell cyberware, although they can arrange for the more common types (and common military types, for SecForce) like datajacks and so on.

MISCELLANEOUS

Fort Popé

Military Base / 9023(73-7222) / Location A

This base of the Defense Arm of the Pueblo Security Force mainly runs training and border security missions. When smuggler LAV's rush over the border, these are the guys that get despatched. Often, these LAV's just stop and allow themselves to be inspected for contraband. In the PCC, many standard smuggled goods like some matrix tech and various drugs are not illegal. Also, PCC recognizes (unofficially of course) the necessity for some products, like real alcohol, which they do not produce, and so don't generally prosecute smugglers with these items (although they often make them pay import tax). Other items, like BTLs, can get you killed on the spot.

»»»The moral here children, is that if you want to get lots of really illegal stuff into the city of Pueblo itself, don't use LAV's. The Defense Arm doesn't send panzers after 18-wheelers or trucks. Just make sure you can pass the border. Do it from Denver, is my advice.»»»

— Websmell (21:26:10/9-22-54)

Fort Popé, named after the leader of a revolt of Pueblo Indians against European trespassers in 1680, has no airfield, so all air vehicles are LAV's and VTOL craft. Hover vehicles are popular at the base. Security is ungodly, especially around the computer center, armory and motor pool. The base also hosts the Pueblo Terminex, the main Matrix center for Pueblo. Part of this mainframe's duties include virtual training as well as monitoring the sensor arrays which track border crossings.

»»»The Fort has a crack magical strike force on call, and often they will detect smugglers more quickly than the tech stuff.»»»

— Fungus Luck (20:05:20/7-2-54)

»»»One word about the Pueblo Terminex: ick.»»»

— Mantis (03:03:45/12-16-54)

North High School

120 Solider Rd. / 9023(99-2174) / Warehouse District, F4

The North High School Hornets focus mainly on literature and writing. Their colors are green and gold.

PUEBLO WEST

Not shown on the map, Pueblo West is a designed community, built on a large ranch estate paradigm. Each house sits on a plot of land no smaller than five hectares (50,000 square meters), with most properties being much larger. Pueblo West, being further west than the west side, extends nearly to the mountains, and provide homes to many horses. Many of the more affluent back-to-nature types live here, as well as a good portion of Pueblo's small elven population. No corporations base themselves here, with the notable exception of Tablelands, a software firm.

HOTELS

Hotel de Sol

Resort / 20 Westland Rd. / 967(73-8690)

This is a spread out hotel, with individual bungalows being assigned to guests. It features privacy, a pool and spa, beautiful scenery, and peace. High speed Matrix access is available on request. Bungalows hold 4 very comfortable and cost 500¥ per night.

RESTAURANTS & BARS

Briargate

Large Restaurant / 50 Westland Rd. / 967(73-8740)

A pricy attempt at European elegance that just misses. Service is properly snobby, but the food doesn't quite measure up. They do have a daily champagne brunch, however (50¥), and booths are sound proofed.

Candlewood

Large Restaurant / 35 Westland Rd. / 967(73-8699)

This is without question the best restaurant anywhere near Pueblo. Classically elegant with a western twist, portions are large and the wine list is formidable. Prices are high as are standards of fashion. Make sure to try the buffalo.

BUSINESSES

»»»Check out a place called the Marblehead Estate. I'm pretty sure this is a retreat site for the Arrowhead Foundation.»»»
— Gunflower (09:48:19/3-25-54)

Tablelands

Corporate Campus / 1 Tablelands Way / 967(TLANDS)

This large, landscaped region holds the sixteen buildings of Tablelands Software. The grounds are very secure, and apparently some sections of some of the buildings are reserved solely as trap areas for intruders.

MEDICAL

Crossbow Ranch

Estate & Body Shop / 150 Meadow / 967(92-1386)

This private residence conceals a shadow clinic. The service is very personal, swift, efficient and very expensive. Dr. Martel Oxbow is the head surgeon, and is very adept. The Ranch can serve up to ten major patients at once and can usually attain most types of alphaware and bioware, at greatly inflated prices.

Silvereye Veterinary Clinic

Small Hospital / 105 Westland / 967(73-8855)

Anything needed for an animal's physical and mental well being can be found in this hospital. The head of the hospital, Jane Silvereye, is an expert on animals of all kinds, and can connect you with the more exotic species of fauna.

Mountain Valley Rehabilitation Center

Estate / 655 Westland / 967(73-9012)

If Pueblo has a version of the New Betty Ford drug treatment center, this is it. Addicts of all kinds live here until cured. Mountain Valley specializes in treating alcohol and BTL abusers.

MISCELLANEOUS

Colby Estate

Estate / 35 Rugby Ln. / 967(28-6984)

Owned by Anglo Sas Colby, this estate is a retreat for artists, mostly painters and sculptors. Ms. Colby is well known in the arts community, holding a place along the lines of that held by Georgia O'Keefe in the twentieth century. Admission is by invitation, and Ms. Colby employs her own security.

»»»Sas also sometimes uses runners for security, bodyguarding and other purposes.»»»

— Makerbabe (15:40:37/4-26-54)

SOUTH SIDE

The South Side is a hodge-podge of Pueblo's software employees, teachers, non-corporate service employees and families. The houses of the South Side are a bit younger than those of the rest of Pueblo, and it is more neighborhood oriented, providing good opportunity for child rearing. Two of Pueblo's high schools are in this district, as are the recreational facilities for the sports of much of Pueblo high school athletics. The South Side is the most racially integrated of Pueblo's districts.

Neighborhood	Security Rating
Aberdine	AA
Bessemer	C
The Blocks	C-B
El Camino	A
Meadowlands	B
Minnequa Heights	D-C
Regency	A
Sunset Park	A
Thunderhead	C-B
Woods	B

HOTELS

Sanctuary Hotel

Average Hotel / Logan & Jones / 966(27-5502) / Minnequa Heights, D8

This hotel is average in about all respects. Most of its patrons are relatives of those in St. Mary Corwin Hospital.

The White House

House / 118 Baylor / 966(66-0525) / Sunset Park, C7

This is a large, split level private home in a residential area, which is illegally rented by its owner. It is fully equipped, roomy, offers two high speed Matrix lines, and is partially surrounded by tall, concrete block walls. Weekly rent, last time I looked, was 3,559¥ plus deposit.

»»»This house is great to organize runs from. Call a guy named Roper in Seattle, and he can hook you up.»»»

— Never Giant (06:54:49/10-19-54)

»»»The police know about this house and its reputation, which is one flaw, so be careful. Another flaw is that the place is haunted. Nothing malicious, but if some weird things start happening with the lights or you hear noises, its probably just the ghosts of previous owners of the house.»»»

— Tallmage (02:17:49/11-28-54)

RESTAURANTS & BARS

Bountiful Harvest

Medium Restaurant / Northern Ave. & Acero Ave. / 966(37-6960) / Bessemer, D8

One of the few places in Pueblo which serves seafood, this casual restaurant imports fresh fish daily from all over the world, through Denver.

»»»Easily the best fish in Pueblo. The place is run by a smuggling cell called *Volanté*.»»»

— Never Giant (07:04:25/10-19-54)

Don Carlos'

Medium Restaurant / Prairie Ave. & Northern Ave. / 966(25-4865) / Bessemer, D8

Run by a small family, this is the best TexMex in Pueblo, without question. Following a western tradition which holds that the quality of the food within a Mexican restaurant is inversely proportional to the appearance of the restaurant, this locale suffers from severe appearance deficits, but the inexpensive food is first rate.

Minnequa Club

Large Restaurant / 230 S. Lakeshore Drive / Minnequa Club, D8

Membership only, this private club on the shores of Lake Minnequa boasts a pool, tennis courts, conference rooms and a restaurant. Private parties and reunions are held here.

Park East

Large Restaurant / Goodnight & Calla Ave / 966(85-9546) / Aberdine, C7

With its bizarre design cross of stark fortress dungeon and macramé hangings, Park East hardly sounds worthy of patronage, but the clash is understated and somehow works aesthetically. Located next to the east entrance to City Park, this steak house is elegant without requiring elegant patrons; dress is anything from tuxedos to shorts. Food is inexpensive and quality. The large dining area is divided by brick partial walls into smaller chambers, creating an intimacy reinforced by dark lighting.

BUSINESSES

Della's

Hair Salon / 103d Vinewood Ln / 966(27-9247) / Woods, C8

For 22¥, you can get a great hair style here, and for a bit more, you can get information on about anyone in Pueblo. Della knows everybody. The staff is schooled magical theory, although they are all mundane, and magical concerns (like asking for all of your cut off hair to be burned) are handled without comment.

Native Thought

Corporate Grounds / 12 Harvard St. / 966(24-2237) / The Blocks, D7

This small independent operation manufactures cheap simsense units and some chips. Being the small fish in the large pond, Native Thought often has a need for runners.

MEDICAL

Pueblo Community Medical Center

Hospital Campus / Harrison & Garfield / 966(66-PCMC) / The Blocks, D7

Built on the campus of Pueblo Community College, the PCMC is a collaborative effort of area hospitals, where very expensive medical equipment is shared. Very advanced MRI systems are here, as well equipment for just about anything that involves nanites.

St. Mary-Corwin Hospital

Hospital (12 floors) / Minnequa Ave. & Lake Ave. / 966(86-3654) / Bessemer, D8

Probably the best hospital in Pueblo, St. Mary-Corwin's specializes in general health care and metahuman concerns, especially goblinization.

MISCELLANEOUS

Central High

High School / Broadway & Orman Ave. / 966(26-9325) / The Blocks, D7

Rivals of Centennial, the Central Wildcats concentrate in computer science and foreign languages. Their colors are blue and white.

City Park

Park / 966(77-PARK) / Location F

A large park which includes an 18-hole golf course, swimming pool, 35 tennis courts, wooded picnic areas and

multiple entrances to the bike trails paralleling the Arkansas River. All parts of the park are open to the public.

Dutch Clark Stadium

Stadium / 1203 Abriendo Ave. / 966(72-6465) / The Blocks, D7

Though used only by high school athletics, this football and track facility rivals those of many colleges. Right above the river, you can see the painted banks, which often carry messages backing a competing school. Entrance is on the ground floor, with the stadium recessed into the ground.

South High

High School / 1801 Hollywood Ave. / 966(17-3745) / Woods, C8

The South High Colts are rivals of East High, and focus mostly on the sciences and music. Their colors are black and white.

»»»Two of the architects of Echo Mirage—Brandon Velarde and Lester Ward—came from the same class at this place. I think Ward was president or some shit like that. Pity about Velarde dying with that girl, but what a way to go, eh? Especially for a 70-year-old.»»»

— Dryad (09:06:33/9-18-54)

State Fair Grounds

966(82-8434) / Location G

Originally the site of the Colorado State Fair, this walled collection of buildings, open air stages and midways now hosts the Pueblo Fair, a collection of agricultural auctions (selling items such as bulls, or even bull semen) and cutting edge technology. This is the one time non-Native corporations are allowed to peddle their wares in the PCC. During the three week fair, held near the end of the summer, you can see everything new in technology here.

»»»He's not kidding. Although some exhibits require corp passes, even the unrestricted displays will curl your hair. Icon sculpting gets an entire building. Locals love this fair, because tech is even more advanced and less expensive than normal.»»»

— Love Thing (13:56:24/9-19-54)

»»»I think that PCC allows other corps in only to show them up. Everything the PCC does is so much better than other stuff, although Fuchi sometimes pulls in some great consumer tech.»»»

— Thunderdeath (13:35:59/10-30-54)

WEST SIDE

The West Side is a slightly disorganized jumble of streets, especially far to the west. The ground is slightly less stable here, which has taken its toll on houses in the area. This is Pueblo's poorest district, although income rises significantly as you near downtown to the east. The result is a mixture of mid-level executives and minimum wage earners, which sometimes causes friction. The West Side is often the site of violence spawned by race and social class.

Neighborhood	Security Rating
Centennial	B
Sundance	C
Honor	D
Horsehead	D
The Wards	C
Uptown	A

HOTELS

Downs Hotel

Luxury Hotel (4 floors) / 27th & Holbrook / 966(73-9173) / Honor, B6

Once a luxury hotel, the downs has lived up (or rather down) to its name. The carpets and tapestries, those which haven't been stolen, are rotting away and the plumbing is unsatisfactory, but it is cheap, and roomy. Bring your own security.

Hampsted Hotel

Average Hotel (2 floors) / 45th & I-25 / 966(21-7462) / Sundance, D5

A standard prefabricated motel, the Hampsted is serviceable and clean. No real amenities, but cheap, as it is based around the overnight tourist market,

Rent and Rest Hotel

Average Hotel (3 floors) / Holbrook Rd & I-50 / 966(17-3742) / Honor, B6

Another overnight tourist hotel, the Rent and Rest is much less well kept, but is fully automated. Expect to bring your own sheets or sleeping bag, and you'll be lucky if the phone works.

RESTAURANTS & BARS

Anazazi Ruin

Bar / Holbrook Rd. & Wild Horse Rd. / 966(12-7420) / Horsehead, B5

A dark, rowdy place with a fiercely loyal patronage. Anglos are very clearly unwelcome in here. Many classically-garbed orks and trolls socialize herein.

Country club

Resort / 3201 8th Ave. / 966(17-4721) / Location D

A private club with an 18-hole golf course, indoor tennis, a swimming pool, bar, and fine restaurant, the Country Club is much less aristocratic than other country clubs. Almost every PCC employee is a member, for example, easily able to pay the 200¥ joining fee (compare this to the 30,000¥ joining fee for the Denver Country Club). The grounds are well kept and the course is fairly difficult.

Horsehead

Bar / Wild Horse Rd. & Pueblo Blvd. / 966(27-2875) / Horsehead, C5

A popular sports bar, the atmosphere is one of camaraderie, especially if you are rooting for Denver or against Aztlan.

»»»The proprietor, a troll named Lee Michealclaw, is well respected on the West Side. He was a SecForce combat shaman for 14 years.»»»

— Nottounge (06:16:47/3-2-54)

Tevlioni's

Large Restaurant / 20th & Lambert / 966(17-2479) / The Wards, C7

One of the only Italian restaurants in Pueblo, this establishment features large portions of cheap food and cheap wine.

Uberfrau

Nightclub / 1 Holbrook Cir. / 966(12-1589) / The Wards, A7

This club doesn't advertise, but it is almost always packed, usually about half metahuman. Along with searing music, this club features live combat of all types. A Matrix system also functions as a virtual whore house which can be accessed from anywhere in the world, but is half price if you are on site.

»»»To get into this place, you need the password. Ask around for the "SimDeath Program", and you will be given a program (for about 20¥) that will give you the daily password. This program will work forever, as what it does is looks up the previous day's average temperature, then looks at that page number in the Star Journal and does a whole bunch of other stuff to find the password.»»»

— Fleshlight (04:03:12/3-17-54)

BUSINESSES

Dead Is Art

Junkyard / 29th & Western Ave. / 966(91-1875) / Centennial, D6

This junkyard holds mostly old cars. The owner—a troll named Stark—uses the raw materials to create huge sculpture with an arc welder. His pets, Troilius the dog and Cresida the falcon, are well known around the area.

»»»There are rumors that Troilius and Cresida are shapeshifters and Stark is possessed by a free spirit, but no one is really sure.»»»

— Brown Tornado Herd (20:52:31/7-14-54)

Milo's Tech Emporium

Medium Store / 27th & Pueblo Blvd. / 966(OUR-TEC) / The Wards, C6

Anywhere else, this would be a shadowtech store, but here is one of Pueblo's big attractions. Milo's has bins, stacks, shelves and cases filled with tech toys, electronic meters, radio remotes and Matrix equipment. The staff is very helpful and can tell you exactly what parts you need and where to find circuit diagrams. There is a large software selection, some of it available on-line.

»»»Naturally, you can find the stuff that is illegal even in the PCC here as well, behind the counter. Ask for Milo himself.»»»

— Trial Child (13:28:25/8-29-54)

MEDICAL

Pines Hospital

Hospital / 620 Ridge Rd. / 966(18-2765) / Sundance, C5

Doctors here often loose patients and the hospital is currently under investigation for organ-legging. The staff is generally indifferent, unless you have money. Many of the doctors have known biases against metahumans.

Raptor Center

1 River Rd. / 966(RAPTOR) / The Wards, C7

Right on the Arkansas River (and this far west there are no cement banks), this small building houses birds of prey which have been injured, and brings them to health.

MISCELLANEOUS

Centennial High

High School / 3301 Denver Blvd. / 966(12-1874) / Centennial, C6

Centennial focuses on vocational training. Their colors are red and white and their mascot is the Bulldogs. Central is their long time rival.

Pueblo Psychological Center

Hospital / 966(10-1786) / Location E

This hospital is a major center for research and treatment of mental illness. Two special buildings are dedicated to cyberpsychosis and goblinization rehabilitation. Security is very tight. The psychiatric wards of this center lend their name to the surrounding neighborhood of the Wards.

Pueblo Reservoir

967(12-7520) / Not on map

While not technically on the West Side, the lake formed by the Pueblo Dam provides the largest water recreation site for hundreds of miles. The bike trail on the river lead all the way out here. Two marinas hold hundreds of boats, many owned by Denverites.

Universal Brotherhood Chapterhouse

Policlub Chapterhouse / 102 Silversmith Rd. / 966(21-1246) / Sundance, D5

This small building, opened in January of 2054, hosts the Pueblo chapter of the UB. Thus far, only a handful of people have joined.

PUEBLO UNDER

Much speculation surrounds the metahuman society hidden within Pueblo, especially as to its location. The name Pueblo Under implies a city beneath the streets, but this is deliberate misdirection on behalf of its inhabitants. The secret could not be kept forever. It is fairly clear that the sewer system underneath Pueblo could not hold such a large colony, nor even a small one for that matter. The current claims that tunnels were constructed to prevent flooding are ludicrous and completely unbased on fact. Pueblo receives less than 27cm of moisture a year, classifying it a only one step above a desert. This means

the only reason for Pueblo to have been paranoid about water flow in the past is due to the Arkansas River.

After the flood of 1921, Pueblo looked into ways of better containing the river in cases of unseasonable weather. The solution was a more advanced embankment and levee system. Tunnels were not even mentioned, perhaps because even then the city knew that the rock Pueblo sits upon shifts constantly, making the support of a large tunnel network problematic at best. In addition, even if such tunnels did exist, it would make little sense for a town to grow within them, as rumors indicate. It is easy for city dwellers to believe these rumors, because such city folk are surrounded by urban blight on all sides. Pueblo, however, like most of the Pueblo Corporate Council, is surrounded by wilderness—in Pueblo's case, prairie, as well as the trees and cliffs of the Arkansas River valley. The point being that there are far better places to start a secret society within a city, where the problems inherent in sewer life, not the least of which is health, are not present.

In fact, Pueblo Under is within caves to the west of Pueblo, close to the river. These caves are extensive and have hundreds of entrances, although many have been made by artificial means. I've been inside these caves and the society is truly remarkable. Magic provides light and, to a large extent, food. Quite a large number of Pueblo Under youths, contrary to rumor, attend school in the city, which allows a constant contact with the city and its goods. I've been asked not to relate too many details about Pueblo Under by those who allowed me to announce its location, but I will say that rumors of Pueblo Under being under Pueblo are kept alive by the fact that many small drainage tunnels in Pueblo dump into the river. Although the fit is tight, metahumans can get into these tunnels from various places in Pueblo—mostly, those close to the river—and move to the river. Once there, they can move upstream until they clear the city and get to a cave entrance.

»»»Somewhat surprisingly, MOM is known to oppose Pueblo Under on philosophical grounds. Their favorite rant is that the sewers and caves are bad the children's health. They openly discourage all metahumans from going Under.»»»

— Roadsoul Ghost (15:02:14/6-28-54)

THE PUEBLO TERMINEX

The collections of LTG numbers operative within Pueblo and the Matrix around them is referred to as the Pueblo Terminex. This term is slightly misleading, as there is a Matrix mainframe also called the Pueblo Terminex. This single machine is the main PCC computer in Pueblo, and its icon—a vast array of stairs, catwalks, ramps, ladders and wire—dominates the dreamscape. Many smaller, but otherwise identical icons abound, indicating smaller PCC systems. Other features include Virtual Reality's replica of Earth (complete with atmosphere), Ratech's steel Menger sponge, and the Arrowhead Foundation's black, non-reflective, angular obelisk. Most striking are Tableland's extremely realistic mesa growing from the Matrix grid and Pueblo University's fenced off meadows. Some minor icons are the steel vault door of the Bank of Pueblo set into the Matrix floor, and the Sangre de Christo Art Center's public virtual museum, looking like a brass, stylized S which twists back on itself.

»»»What the hell is a Menger sponge?»»»

— Vortex Dog (17:52:36/1-11-54)

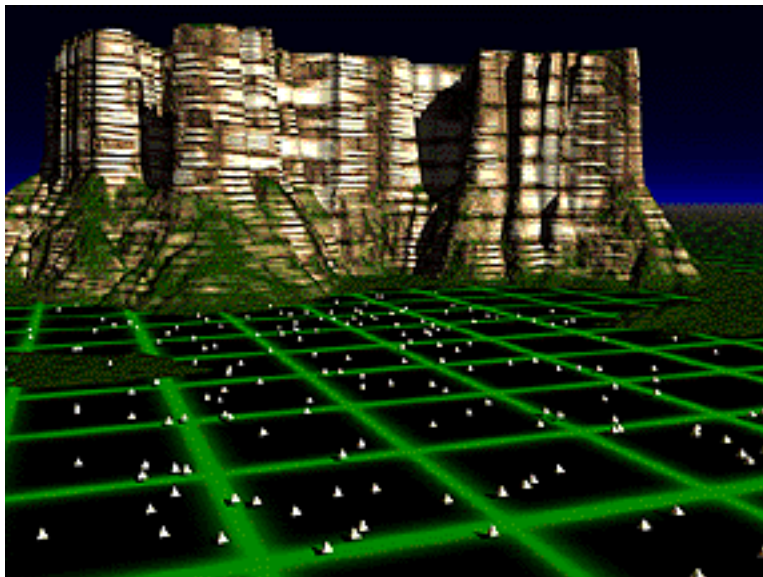
»»»Its a mathematical construct that looks like a cube with smaller cubes cut out of it. It's done in such a way that, mathematically, it has infinite surface area, but zero volume.»»»

— Roadsoul Ghost (15:17:10/6-28-54)

»»»Don't hop the fence at U of P. Just don't.»»»

— Mountainjoy (03:23:02/11-8-54)

The Pueblo Matrix has a well-deserved reputation for being rather brutal. The Pueblo Terminex is no different. Like all of the Pueblo Matrix, everything is by nature tougher here, better designed. [NOTE: as per NAN vol. 1, all IC and nodes in the Pueblo Matrix get +2 added to any die roll they make. Note that this is not a target number modification; they actually add 2 to a roll (after the law of sixes is applied). This means that no IC or system in the Pueblo Matrix can ever fail on a target number of 3 or less.] Expect every trick in the Terminex, especially in the actual Terminex computer. One neat trick is to give an item to everyone who enters a system, then have every node check for that item on anyone it sees. This means that Deception programs will get you in fine, but Sleaze will eventually trip you up. That's a pretty basic trick in the Terminex; life as usual in Pueblo.



Tablelands Software, PPC Matrix. By Wordman

