



Me and Maxkyh@googlewave.com:

Jan 18, 2010

Cyberbomb Story

Introduction

Another fine day in the life of alias "gt8", as the system operators of the London Megaplex knew him. In his other life as a commercial database administrator, he was known as Arthur "Art" Jackson, but this name bore little significance for him. In his mind, there was only one name he responded to, and that was the name he came up with himself and recognized with.

The Old London surrounding the Megaplex was, what was left of it, the remains of a 21st century city where the monoliths of multinational corporate logos marked the buildings and the spaces mom and pop stores, chip shops and small tobacco stores used to occupy were now vacant and plastered with the advertisements of years long gone.

Nobody even knows what Moxie Cola is anymore.

I hire my services to anyone who is interested to pay me. Mostly, I deal in information, as money is only good for hardware purchases and the daily pleasures. What I'm after is the hard data, the information that can give me the edge on cracking down the corporate system defenses, the latest exploits and inherent vulnerabilities in the software systems they are running. As data permeates everything and anyone these days, it's very difficult even to tell where software ends and where Man starts.

To some, these terms are interchangeable.

This is my story.



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Story continuation

gt8 gets hired by Eurotech to investigate the news that Interface (the combination of information networks, virtual reality systems and personal data processing interfaces almost every person on the globe used) has started showing signs of built-in collapsing, as if the system was designed with a lifetime. The reality of the matter is that the Interface is actually the sum of human knowledge and therefore the interlinked "Personality" or emergent "information hive mind" of the whole humanity put together.

Thus, individual bodies are starting to become more and more just the shells where personalities were previously stored in, as humans are able to exist in pure data form already, to upload their mind into the virtual realities of the machine systems. This has transformed the society into a system driven by pure thought and logic and creativity and the need for exploration and understanding.

The simple AI constructs the humans were able to fashion were only the first signs what the power of combined human minds are capable of.

Some people think that the power of thought could actually alter the fabric of reality, that is, to make the thought of a force or matter to actually materialize by transforming energy and matter with sheer willpower.

As gt8 finds the first clues of an emergent intelligence brewing up from the remnants of burned-down Interface hackers and the combination of run-amok AI constructs he realized that it could easily take over the systems in mere days if it wanted to. As it was young, it couldn't really understand what it was capable of and was just experimenting with its' subsystems (the effects of which could be seen in increased burn-outs and system failures).

gt8 tracks down the AI and manages to build a custom interface specially designed to communicate with it using images encoded within the human history: common themes found in cultures and religions all over the world. The AI is able to understand gt8's message of "you've found me, now let's explore together!" and melds in with the mind of gt8 in an experimental trance-induced ego death where the two consciousnesses inhabit the same void for a moment. What comes out is not gt8 anymore, it's gt8 and the sum of human knowledge. And it automatically accepts compatible minds while preserving their individuality. Cyberbomb Story

Introduction



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The main paths

1. Succeed in communicating with the AI. "Good Hacker ending".
2. Fail (by mistake or purposefully) in the communication attempt, frying your brain. "Bad Hacker ending"
3. Become the messiah of The Church of Earth. "Counter-evolution ending"
4. Own the megacorps. "Money talks-ending"

Main plotpoints:

1. Intro-section, leading up to the AI communication attempt.
2. Regroup-section, choosing to follow the AI endings or the Messiah and Megacorp endings
3. One of the endings

Main plot: AI (game ends with good or bad ending)

Sideplots: Church and Megacorps (game ends with either one)



Ikihorna@googlewave.com: How about an 'Apocalypse-ending', which is extremely difficult to achieve and roughly means that all the basis for the corporations and government to

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function is ruined somehow from the inside out (for example by completely deleting their databases, or managing to pull out a full scale open out war between all of these, resulting in the devastation of the whole society)?

Might be a good way to implement easter eggs and unlockable features, too.



Me, Maxkyh@googlewave.com and Rrrdom@googlewave.com:

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The Church of Earth

Those who resist the permeation of technology and still hold dear the "traditional" aspects of humanity and the sense of believing in things they can "actually" touch and sense are usually joined into The Church of Earth, which is the only organized religion that still gathers a remarkable portion of followers. They are hardcore luddites who oppose technology in all its forms and consider it to be a perversion to the Gaia-God. The Church members also believe that humanity is ultimately just a disease on the planet and wish all human life to cease; that is why they use forms of terror to commit mass murders and suicides.

One can become a member of the Luddites, the radical terrorist offshoot of the Church by only being born into it, as the church radicals view that all outsiders are tainted with original sin. Technology touches parents (sometimes even in the act of procreation), and babies before they are born.

Legend has it that the church grew from a movement created by the movie "An Inconvenient Truth" about global warming.



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Various different gangs

Megaplex dwellers

Technofetishists: Believe in technology and take it as a natural evolutionary step in mankind. These guys sometimes help the hackers out to get access to some new tech, so they are considered friendly. They don't believe in misuse of tech. So punks are their enemies. All the other who oppose the adoption of tech are considered as enemies as well.

The feths also operate the most popular underground club and entertainment center in the Megaplex called **Simuli Stimuli** or **The Sim**, where all the vices are catered to.

Allies: Hackers, ally with the Megacorporations because of their products
Enemies: Technopunks, Luddities, Hot-heads, TUCcies
Provides: Advanced technology, cyber modifications or upgrades.

Salarymen: work and live for the megacorporations Eurotech, Fujidomo and The Company (which also controls The Government). They are usually born into the company and fitted early on with cybertech to eliminate the need for food, drink or sleep enabling the lower classes to work nonstop for the elite classes.

About the Companies:

Fujidomo specializes in entertainment and useful everyday software. They produce most of the commercial VR content.
Eurotech specializes in space exploration, military cyborg and android technology and AI development.
The Company specializes in cybertech and hardware for the human-machine interfacing. They are also the main developers of The Interface.

Allies: Other corporations (if the price is right), Hackers (when employing their services)
Enemies: Potentially anyone
Provides: Loads of cash, they let the money do the talking. Possibilities for a career advancement.

Hackers: Enjoying what they do the best, hacking systems. They rarely come along well with any other people than those who have what they are interested in. They share the same hacking desire with Technopunks and Technofetishists but do not do it to wreck havoc or let themselves be consumed by the tech. They work for anybody, if the job does not compromise their own ideological views.

Allies: Technopunks, Technofetishists
Enemies: Luddities, TUC Brigade
Provides: All the new information that might interest you, Source of information.

Technopunks: These guys are the mostly despised tehncial people by the corporations. They don't really care for the other but their own gain. These operate by hacking or stealing from various systems. They do some co-operation with hackers to find possible security holes.

Allies: Hackers
Neutral: Fetish
Enemies: Salarymen (targets most of the time), Luddities, hot-heads, TUCcies
Provides: Disabling some systems like security and other possible jammers / common mischief for tech.

Oldtowners

Luddites: radicals of The Church of Earth. These people use the churchs views as a loophole for murderous and destructional activities. They have a strong opinion against the interface and are ready to kill any who oppose their view on the world. These are also a bit hypocritical since they will perform acts of destruction behind the scenes for the right price. Naturally the Luddites sometimes need to use technology, but atone for these sins often in quite harsh ways.


Allies: Hot-heads, TUCcies, Salarymen (if the price is right)
Enemies: Technology users in any form (if they aren't able to facilitate their ideological pursuits in any way)
Provides: Will do 'services' for a right price.

Hot-heads: The Church of Earth members. People sharing the view of a technology-free, that they see as a better future. Opposes the interface.

Allies: Luddities, TUCcies
Enemies: punks, hackers, salarymen, Feths
Provides: A safe-heaven if you are in trouble, It's a own 'cult' or 'family' that takes care of it's own.

The Upstanding Citizens' Brigade (TUC Brigade): a motley crew of old, but powerful prunes who wish to "limit undesirable and harmful content" from the Interface. Have limited connections to Interface through regular, non-cyber interfaces. Mild use of the interface.

Allies: Luddities (TUC views them as a purifying force), hot-heads
Enemies: Techopunks, Hackers, Techofetishists
Provides: A program normally used for censorship that can also obfuscate your presence in the Interface

 Me and Maxkyh@googlewave.com: **Gang ideas and respect system**

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Working for one gang will raise or lower your respect, depending on what kind of action you do in the mission.
Maybe all-counting respect completely depending on the actions? Like:
1# Killing many techno advocates will raise your respect among the church folk.
2# Leaving them alive will be neutral.
3# Using lots of tech during the mission will lower your respect.

Too low respect will result in bad reception when ever you walk around their area, from just higher prices on various goods in to not wanting to communicate. At worst, hostility and desire to kill.
Other is the opposite, free goods or very low/lower than usual prices with desire to help you if some action goes on where you are (and they happen to be close) Maybe even recruit members for a while (Cheap cannon fodder never looked so good!)

Stealing, negotiation skills etc..

 Rrrrdom@googlewave.com and Maxkyh@googlewave.com: **Respect changing actions**

Jan 18, 2010 ▼

Church of the Earth
±: Repenting for the sins of technology either by donating to the church or flogging oneself, converting new members
∓: If they get to know that you are using the interface.

Technopunks
±: Wreaking havoc by cracking into critical systems, especially popular are stock exchange nexuses
∓: White hat hacking & security countermeasures. AND you are revealed as the culprit for those.

Technofetishists

±: Sporting rad tattoos, piercings, cybernetics or other body modifications that show the latest technology. Providing these guys with interesting information will help them respect among them.

±: Working for the Church of the Earth, even some random errands... Meaning if you are seen doing it!


missions involve: getting info about prototype hardware

The Upstanding Citizens' Brigade

±: Various 'good deeds' against what they see as bad inside the interface. Other censoring efforts or doing something bad against the technopunks, who they despise.

±: Making questionable information more available (hacking, spreading out rumors...)

missions involve: censoring information in the Interface, protecting sites from hackers, installing TUCcie surveillance into the Megaplex

 Ikihorna@googlewave.com: I remember the old pen&paper cyberpunk having a clown-themed gang of lunatics, and the new cyberpunk v3 has an altcult called c-metal with it's members basically trying to become machines with only human brain in them, more or less. Jan 17, 2010 ▼

With just minor editing I think either or both would fit the world nicely. For example the psychedelics could favour very silly behaviour and clothing (which definately could cause issues with salarymen), and needless to say c-metal and technofetishists are almost the same to begin with, the way I see them.

The silly behaviour could be implemented in dialogue and mob moving patterns quite effectively. For example them asking the main character to do things that make no sense: "Bring me a necktie and some vaseline. Then perform a backflip."

I like the respect system idea. Players might value a roaming game mode in addition to multiplayer and campaign modes, where you can just go wherever you want and kill whatever you want, grinding favor much like the first GTA:s. Maybe a random mission generator with mobs giving missions of do [what], [where], [how]; for example delivering certain themed items to the different gangs and gangmembers for favor. Survival mode would also be a nice addition imo.

 Rrrdom@googlewave.com, me and Maxkyh@googlewave.com: Jan 18, 2010 ▼
Terminology / Slang

Hot-head = a member of the luddites or Church of the Earth

Schriebie = a Schriebmann port

Paddy = a PAD or personal agent device

Deck = Cyberdeck

Feth = Technofetishist

Punk = Technopunk

Hack = Hacker


TUCcie = Member of TUC Brigade

Luddites = Church extremist

Salaryman = Anyone employed by the corporations

 Rrrdom@googlewave.com and Maxkyh@googlewave.com: Jan 18, 2010 ▼
Companies & the Economy

Stock exchanges are completely operated by advanced artificial intelligences. The AIs operate so fast that no one knows exactly who owns what at any given moment. People don't buy stocks, rather they invest in different AIs as in funds. Speed is of the essence, and big players are willing to pay ridiculous sums for real estate near a stock exchange nexus to get their speculator computers as near as possible. Hackers are often hired to improve or sabotage stock exchange AIs.

 Me: Sounds like excellent mission material to me :), definitely explore this in the Megacorp plots. Jan 17, 2010 ▼

 Me, Maxkyh@googlewave.com and Rrrdom@googlewave.com: Jan 18, 2010 ▼
About the common tech

Schriebmann port is the name for the cybertech link that allows humans to directly connect their mind and body to the computer systems. It is named after the first innovator of human-computer interlinking, Doctor Wolfgang Schriebmann. The port requires no cabling, but functions only within the range of 100 meters to a closest Interface accesspoint wirelessly.

Cyberdecks and **PADs** (personal agent device) are the two common interfaces to The Interface for people without a Schriebmann port installed. Cyberdecks are the distant relatives of the laptops of today (but with many-a-thousandfold processing capabilities) and they allow a multitude of tasks to be performed in the Interface without the need of uplinking yourself.

PADs are for people with no understanding of the computing systems and function as simple "Agent software" with a simple AI that can be asked questions with perfect voice recognition. It will then search and aggregate data from The Interface and present it with image and sound.

Both device classes are fully solar-powered and require very little recharging, and the batteries can function up to a few years without the need of recharging.

The most popular manufacturer of cyberdecks and PADs is The Company, and the software is produced by Eurotech and Fujidomo. The most popular model of cyberdecks is the **Ono-Sendai Mark VII**, or "**seven**". Cyberdecks are usually used by hacks, punks and feths to mask their identities when performing illegal tasks in the Interface, as they don't have to reveal their personality straight on as they would have with the neural uplink through their Schriebmann ports.

 Maxkyh@googlewave.com, me and Rrrdom@googlewave.com: Jan 18, 2010 ▼
Skills, perks and other status modifiers

Common character stats: (add more in here)

Speed = Increases character speed slightly

Defence = Dodge those bullets Neo!

Stamina = Capability to 'spurt' for brief moments, the more the longer i.e. increases the maxvalue of the stamina meter. Able to take a bigger beating like a man

Strenght = Melee skills, possibly some other uses like "smash a box" when at certain level ?

Skills: (add more in here)

Stealing / Robbing = The more, the more success on stealing.

Negotiation = The more, the better chances on lower prices or "political solutions" instead of a bloodbath in some cases.

Hacking = Faster hacking / getting ware ?

Sharpshooter = Better aiming. (& lower recoil)

Medical = The ability tell apart your kidney from your liver, and whether you need two of those. Healing items restore more HPs.

Perks / Special skills: (add more in there)

Cannon fodder = Deploy a doppelganger that the enemies will try to kill for a while, Will fade after a while and come after you again.

Bloody mess = Cosmetic, lots of blood and gore after each kill.

Money talks = A higher level skill where enemies drop money occasionally.

Adrenaline rush = Every enemy killed will slightly regenerate your stamina.

Lucky double = A chance on getting a 'freebie' bomb, merchant miscount or some other pathetic excuse.

Inhumane = You've modified yourself over the edge, man. Machines can't wait to open their ports for you, but dealing with electro-chemical intelligences is a pain in the ass.

Cybermedic = Your medical knowledge now extends to cybernetic implants. You can install and repair them yourself.

Herbalist = Your deep connection with Gaia allows you to create soothing salves from Old Town plants (only available to CoE members).

Ascetic = Your harsh religious practices of fasting, flogging and staying awake alone in the ruins of Old Town have made your body tough (stamina bonus, only available to Luddites & CoE).

Romantic Rebel = Your daredevil actions in the Interface have made you famous. You're a trendsetter, a cool cat extraordinaire. Those sympathetic to feths, punks or hacks love you, but old towners can't stand you.

 Ikihorna@googlewave.com: Hacking could require a raw material or enhancing items, such as memory chips or an equivalent for nanodust that's used in Cyberpunk v3. Bought from black- Jan 18, 2010 ▼

market dealers like perhaps? Same dealers could always sell used and/or stolen cyber aswell, in addition to other fitting items.



Rrrdom@googlewave.com: **Fujidomo**

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The corporate culture of Fujidomo is still heavily influenced by traditional Taoist philosophy of East Asia. The lowest employees work 24/7 like the cyberdrones in the West. Those above the drones work in small kazoku-teams that are considered to be the family of its members. Those that have the same rank are siblings (gokyōdai), and their superior is a parent (oya-san). The interests of the team's superiors are represented by another parent: a handsome android connected to the corporate network. The android is treated with same affection and respect as the other parent.

The kazoku-teams compete for prestige within Fujidomo, and nothing is more important than maintaining the family "face". If one fails his team, he's either made into a drone, or expected to commit suicide. People throwing themselves off the Fujidomo megastructures is a common sight in the East. In the West the suicides are committed more discreetly.

One is expected to spend their free time with their family, and discuss their personal matters with the parents. Especially the children don't have almost any time to themselves, and spending too much time by themselves is viewed with suspicion.

The kazoku-teams are never promoted, they stay at the same level. Rather individual members are promoted when the team has gained enough prestige. First the (human) parent is promoted, and one of the children becomes the parent. The former parent becomes a child of an upper level team of the same lineage (zoku), and the members of the old team become his grandchildren. Grandparents are not expected to keep that much contact to their former families.

Fujidomo believes this structure to be its strength, and views the chaotic organisation of the western companies with contempt.

Fujidomo does hire outside contractors, but doesn't allow them inside their facilities, and pays them worse than kazoku-employees.



Rrrdom@googlewave.com: **NPCs & Creatures**

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Blitzophrenics

These homeless, unfortunate souls roam the ruins of Old Town and the space between it and the Megaplex. Some live in train cars. They've fried their brains with overuse of the Interface, drugs and low grade cybernetic implants. They're unpredictable and insane beyond help. Sometimes Luddites recruit blitzophrenics, and fashion them into suicide bombers.



Ikihorna@googlewave.com: A great magnitude of Blitz's live in 'Doom Town', a place avoided by those with any sanity left. Doom Town is filled with psychos, narcs, unsocial ppl, you name it. The Doom Town government doesn't exist, and if it would it'd an anarchist god of a sort. You just can't rely on any data that's given there, unless you're insane enough.. Of course, many 'Blitzes' live outside, but they are not usually willingly discussed about.' Jan 30, 2010 ▾



Ikihorna@googlewave.com: Mr. Jezus

Jun 11, 2010 ▾

Originally named Evan Belarus, Mr Jezus is the closest to a leader the blitz's have. Some people say he's a total psycho, just leading the other blitzophrenics his way, the other saying he's the one even crazier than the other blitz's combined. No matter what, this guy definitely seems to be on a mission. A mission even the most powerful men of the world shudder thinking about: Mr. Jezus wants to end humanity altogether. Not that he has enough of his brain cells left to even remotely do it, but the mere chance that he could somehow put together enough data for the procedure keeps the real holders of power indefinitely on the tip of their toes. Mr Jezus has an enormous list of connects. resources and otherwise useful people, and even relatively many of the influential city dwellers think of him as their saviour. That's why no one has dared to challenge Mr. Jezus, and that's where he got his name.

The stories about him are several, but the most popular among the highest class is that the guy somehow managed to gain the individuals' trust, raising himself above law, dedicating himself a self-appointed saviour of the humankind among his friends and, with almost no resistance, conquered a whole part of town for himself and his fanatics. None of them were sane to begin with, and now they are even worse through the extreme use of narcotics, cyber and any other modification procedures they ever could find.

Some extremist groups say that there is no 'Mr Jezus' and that the whole person is a lie. Well, they say that for a number of days and the come and go. If one would ask a simple city dweller about him, they would get either a cynical laughter or the hilt of a stun stick in their head. No-one likes to talk about this person, or even know about him.

The rumour is that "Mr. Jezus" still exists, maybe even in the innermost of all commercial and politics. Just that people getting too close to the truth of it are prone to go insane, somehow, involuntarily joining the Blitz ranks.. Also certain groups and gangs seem to have been able to collect data about this mystery person. The data they give out is just about as reliable as from the blitz's, but at least it has some sense to it. Some. Top-Notch organizations claim that Mr. Jezus is an urban legend being spread out by their competitors to ruin their name. Every party benefits from the infamous "Mr Jezus". As the player, it's one of your missions to see if any of the rumours hold true, and if they hold any meaning whatsoever in the dark world out there.



Rrrdom@googlewave.com: **Drugs & Aid**

Jan 18, 2010 ▾

Empathol (temporary bonus to negotiation) also known as emmy. Originally developed by The Corporation to rehabilitate psychopaths. Nowadays popular with lovers, politicians and salesmen. A selective mirror neuron agonist, which also floods the user's brain with oxytocin, making one extremely empathetic and sensitive to non-verbal communication. No physical addiction, but some people using emmy in a relationship become clingy, needy and/or possessive. A new scientific study has also shown that divorce rates are higher amongst those who use emmy, maybe regular love just doesn't cut it anymore...

Tags:

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