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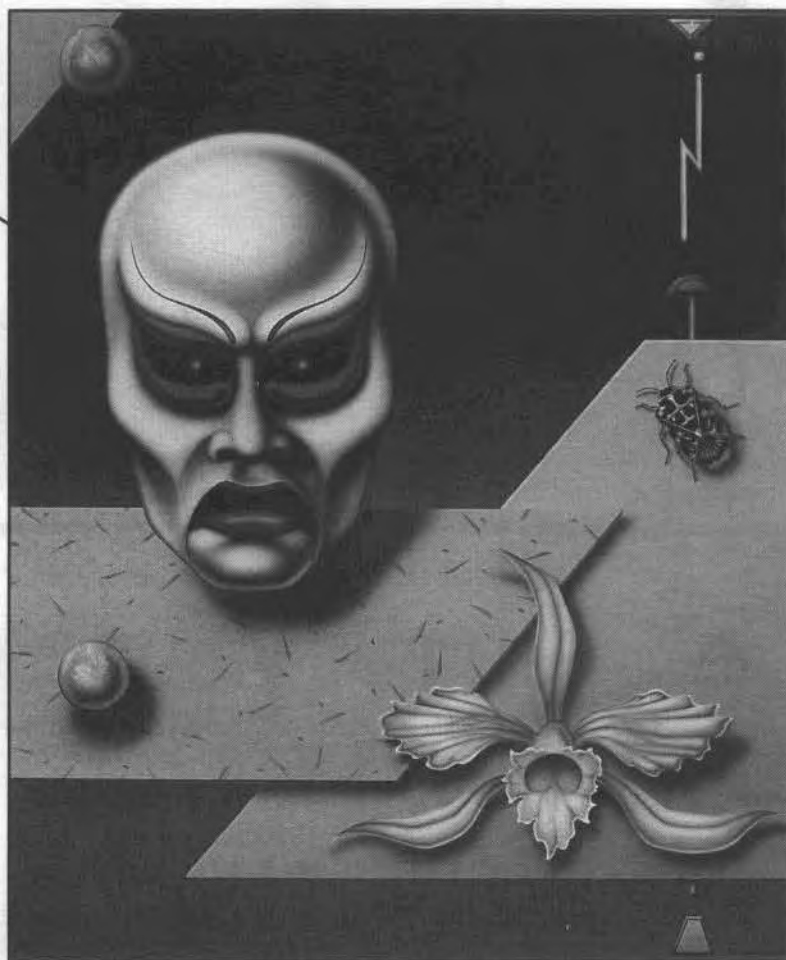


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〈東京〉市街資料誌

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Welcome to Tokyo, the major megalopolis of Japan. Here you will find a concrete jungle of Western-style glass and steel towers, with little or no evidence of the city's rich past.

It is also a city of great danger, home to the monolithic Kanawa Corporation, which seeks to use its vast fortune and advanced technology as a weapon against this world. It is for this reason that we, the members of the Rauru Block, have prepared this volume as a guide for those Storm Knights willing to take up arms against the High Lord calling himself "Ryuchi Kanawa"

We have been struggling against an unknown foe for nearly three years now. Until recently, we never realized that our homeland of Japan had been invaded. We witnessed the arrival of dinosaurs in the United States and archaic pulp heroes and villains in Nile, but were completely unaware of the Nippon invasion. By the time we could confirm the presence of a High Lord in Japan, he had already set his plans in motion.

Now, we request your aid. We cannot win this war alone. Our funds are limited and his power is seemingly limitless. He has subverted every level of society by bribing and corrupting anyone who stood in his way.

Our society is rapidly fragmenting, with many, many more people on the bottom of the scale than enjoy the top. Hopes and dreams run low these days, and we badly need the inspiration that only Storm Knights can provide to rekindle our spirit.

If you choose to heed our plea, read on. Inside we detail much about Tokyo that has heretofore remained secret. Conspiracies are revealed and weaknesses shown. If only you can pick out a few to exploit, then together we can drive off one of the most malignant High Lords.

May your gods be with you and ours with us. Only by standing united may we free our land from the predations of 3327 and Nippon Tech.

This report has been compiled by the following:

McKendrick Smith

One of the first Americans to join with the Rauru Block, Smith is a former member of the Delphi Council. He resigned from that body shortly after discovering the true extent of their dealings with the Kanawa Corporation. He has been employed by our Operations Arm for the past year.

Ikuo Shigeta

Shigeta joined the Rauru Operations Arm after his corporation (Shawa Fisheries) was bankrupted by insider trading. Discovering Kanawa's role in his ruin, he vowed revenge and now works with Smith.

Keitarou Ishikura

Keitarou is the current governor of Yokohama, a port city just south of Tokyo. Ishikura's first dealings with Kanawa came in the Diet (Japan's national assembly). Since then, Ishikura has resisted bribery and survived three attempts on his life.

Today, Yokohama is one of the major strongholds of the Rauru Block and its proximity to Tokyo is more than a gentle reminder to "Kanawa" that his war is far from over.

Kazuo Kojima

Operations Arm director, Kojima is a former member of the Japanese Secret Service. He currently is in charge of the non-corporate section of the Rauru Block. The Operations Arm (as well as the Services Branch) operate with Rauru-friendly corporations to sabotage Kanawa projects. They also work with Shiki revolutionaries to drive off the corrupted Yakuza.

Ise Samayura

Current director of the Rauru Block. Even at age 70, he has slowed down little in his effort to stop 3327. He has realized the threat that the Kanawa Corporation's market strategies pose to Japan. If 3327 is not soon driven off, even his defeat will not save the world's economy. At some point, his defeat — depriving the world of his fortune and manipulation of the financial markets — will devastate fiscal structures of the West. Samayura has joined with Marketplace resisters to prevent this from happening.

Jekara

A Tharkoldu alpha, Jekara has agreed to supply some information on his kind's movements in Tokyo. He is quite willing to help Storm Knights slaughter Kanawa executives.

THE POSSIBILITY WARS

Earth has been invaded. Alien beings called "High Lords" from other universes, other realities, have brought their worlds to ours, seeking to drain Earth of its possibility energy.

Each High Lord rules a section of Earth, reshaping its natural laws to fit those of his home reality. That is the situation on Earth in the Near Now of *Torg: Roleplaying the Possibility Wars*.

The High Lords are opposed by Storm Knights, those who are able to retain their own reality in the face of the sweeping changes taking place around the globe. The Storm Knights have received aid from a number of different organizations that have appeared since the war's outset, among them the Rauru Block in Japan. The Block is a collection of mega-corporations that have united to fight 3327 and his massive Kanawa Corp.



IMPORTANT!

This supplement is a companion volume to *Torg: Roleplaying the Possibility Wars*. You will need the boxed game to play. The *Nippon Tech* sourcebook is also recommended for use with this product.

Additional supplements that touch in some way upon the realm of high-tech espionage and corporate maneuvering are the *Kanawa Personal Weapons Guide*, the *Kanawa Heavy Weapons Guide*, the *Kanawa Land Vehicles Guide* and Nigel Findley's novel, *Out of Nippon*. All of these products lend flavor to adventures in the realm, but they are not required for enjoyment of this product.

THIS SOURCEBOOK

This supplement deals with the realm of Nippon Tech, domain of the High Lord known as 3327, alias "Ryuchi Kanawa." He has brought the reality of his home cosm, Marketplace, to Earth in order to plunder wealth and possibility energy, and thus increase his personal profits.

This sourcebook details the city of Tokyo, capital of 3327's realm. From his penthouse office, he plots the



ISE SAMAYURA

acquisition of vast sums of wealth that will further his own position in Marketplace.

THE FALTERING GIANT

Before Storm Knights can truly understand a city as complex as Tokyo under the domination of 3327, it is important that they understand some of its history and background. Many of the problems afflicting the Tokyo of the Possibility Wars grew from seeds planted long before — the Kanawa Corporation was only the catalyst that caused the weeds to grow.

THE BIRTH OF A METROPOLIS

Tokyo was not always the center of Japan and, in fact, was not even called Tokyo until 1868. The first major capital of Japan was founded in Heian-kyo in 794 AD. It was here that the Imperial families finally settled and built a permanent Imperial Palace.

Heian-kyo served as the official capital until 1868, but its power was no more than symbolic after 1192. Minamoto Yoritomo led a rebellion against the emperor and seized control of Japan. This rebellion was the beginning of the military government that would reign for the next 700 years.

Yoritomo set up his government, the Shogunate, in Kamakura. He chose Kamakura because it was far removed from Heian-kyo and easily defended.

With the creation of a military government, civil war became the accepted mode of political change for the next 400 years. During this time, the city that would come to be called Tokyo began its existence as a little fishing village, Edo. It was founded on the Kanto plain by Dokan Ota in 1457, near where he had built Edo Castle.

Edo Castle and the fertile plains upon which it sat eventually attracted the eye of a young soldier named Tokugawa Ieyasu. He captured the castle in 1590 and used it as a stepping stone to power in the final days of the civil wars. From there, he united his forces and eventually gained control of the Shogunate.

In 1603, he became Shogun and moved the capital from Kamakura to his home in Edo. Far from safe, Tokugawa instituted a hostage system to protect his government. This system caused the first big boom in Tokyo's population and led to its development as an economic center.

Under this new policy, which was intended to prevent rebellion, all *daimyo* (provincial leaders akin to European princes and barons; many were related by blood to Tokugawa) were forced to maintain a palace in Edo in addition to the one on their own lands. These palaces were built because the *daimyo* (along with a sizable escort group) were ordered to spend six months of every year in Edo. In the months when the *daimyo*

were not in Edo, other family members were required to reside there (leading to the "hostage" portion of the system).

Tokugawa saw this as both a means to keep personal wealth under control (the travel costs were quite high) and prevent unfavorable alliances from forming. The system made it very difficult for his enemies to keep in close contact. The ring of palaces that were formed also protected Edo Castle from invasion.

With this influx of travellers and increase in trade, wealth and population rose dramatically in the former fishing village. By 1680, Edo's population already exceeded one million permanent residents.

But capitalism had still to see its heyday. Priests and *samurai* (Japanese feudal knights) dominated the class system. Behind them were the farmers, who were given favorable status because of their role as the producers in society. Merchants were ranked last in the social order. Their status was so low because they were considered "leeches upon society" who produced nothing and made their living upon the production of others.

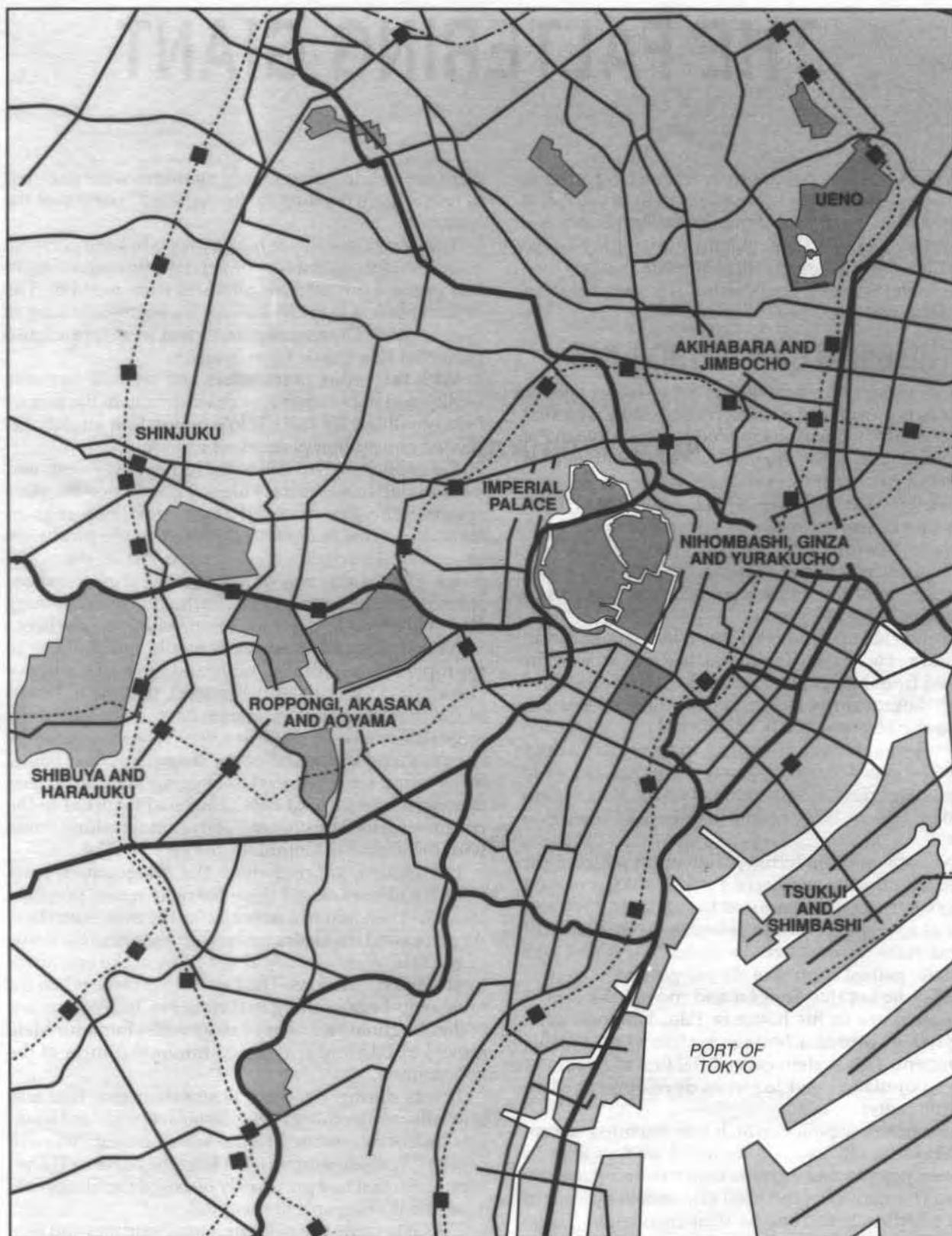
Nonetheless, the merchants would one day rise to the top. As time wore on, more and more of the upper classes (including the government), became indebted to the merchant class. The merchants maintained the huge storehouses of rice that were the basis of Japanese currency, and by the end of the Shogunate, over half of the *samurai* were reduced to begging in order to feed themselves because of debts they had incurred to the rice merchants. The system finally came crashing down with the arrival of Commodore Perry in 1854.

His gunships forced open the Shogunate's ports (which had been closed since Tokugawa took power in 1600) and ushered in a new age for the merchant class. A corrupt and impoverished government lost the battle against the West and could not prevent the erasure of their trade restrictions. The final blows came when the merchants began calling in their debts. In 1868, the last of the Shogunate was swept away when Emperor Meiji moved to Edo and reassumed minimal control of the government.

It was during the Meiji Restoration that Edo was officially renamed Tokyo or "eastern capital," as Heian-kyo had been renamed Kyoto which meant "western capital." With the emperor backing the move to Tokyo, even those that had previously opposed the Shogunate accepted it as Japan's new capital.

Tokyo became the governmental, spiritual and economic center of Japan. Today, in an area less than 100 kilometers long and 25 kilometers wide, over 12 million people work and strive under the harsh yoke of 3327.

TOKYO OVERVIEW





TOKYO TODAY

Tokyo enjoyed a resurgence after World War II which has never ceased. Even the Possibility Wars have been a boon of sorts to the city.

When 3327 joined the other High Lords in the conquest of Earth, he planned for his assault to be on the economic battlefield rather than the military. The short-term result of this has been a financial boom for Japan while other nations suffer through bloody (and costly) invasions.

"Ryuchi Kanawa" has used his position as head of the Kanawa Corporation and the advanced technology of Marketplace to create jobs in new fields supported by his realm's axioms. Arms contracts have been manipulated to sweep away the outdated military restrictions and make Tokyo the world's leading manufacturer of high-tech weaponry, and it is attempting to make inroads into the cybernetic and biotechnology industries.

Trade embargos and import/export fees of other countries have also been circumvented so that everyone looks first to Japan, and Tokyo, for everyday goods and products.

However, 3327 is far from a philanthropic Santa Claus. He has but one single-minded purpose: exploitation of the masses to make a profit. This is combined with his Darkness Device's goal of draining possibility energy from this cosm. Once both of these are achieved, the High Lord will move on to another cosm and begin

the cycle anew. Heedless of the damage being done to the environment or the social structure of Japan, 3327 continues to plunder the financial markets.

The result is a Tokyo that has begun to fall apart despite its apparent economic gains. Anti-pollution laws have been cleanly picked away and Kanawa-controlled corporations spew toxic waste into the waters, deadly gases into the air and use sections of the city as dumping grounds for everything else. Kanawa's tower dominates the skyline while its foul wastes dominate the streets.

People came to Tokyo in the first days of the invasions seeking safety and new jobs, but eventually demand outgrew supply and there were no more jobs. But still they came, because that is how Nippon Tech functions. The rich get richer and the poor get poorer, and the distance between the two widens rapidly.

Entire sections of Tokyo have fulfilled William Gibson's and Ridley Scott's prophecies of urban decay in a technological wonderland. Homeless line the streets, preying on each other to satisfy domineering Yakuza overlords. Their lives are meaningless to a man who stands a thousand feet above them. He looks down from behind the giant "K" that blemishes the heavens, seeing nothing more than ants fighting over scraps of food.

The clippings that follow offer a brief glimpse at the havoc that 3327's presence has wrought upon a once-great city.

NEWS BULLETIN • NEWS BULLETIN

Citizens are warned that there is yet another Class 4 pollution watch in effect for today. Workers entering the city who are unable to gain passage on JR rails are advised to wear full air pollution filters today, especially eye masks. Those with respiratory problems are advised to remain indoors between the hours of 6 a.m. and 10 a.m. and again between 3 p.m. and 7 p.m. Those along the bayside are also warned to filter and boil water before use in cooking.

The following is a transcript of an intercepted telephone call. The call was placed by Ichimura of Ichimura Books to a local Yakuza underdaimyo named Toseda:

Ichimura: Toseda, I want Konomi-san eliminated today.

Toseda: Has this been cleared from above?

Ichimura: I don't give a (expletive deleted)! That old man is ruining me! And if I go down, you know who I'll take with me.

Toseda: Okay. Okay. Don't get emotional on me. It's just that it's a bit more complicated than that. You know, with his ... abilities and all.

Ichimura: Yeah, but that's what I pay you guys to handle. Just do it.
<click>

Man Mauled in Jimbocho

TOKYO — A man identified as a Yakuza soldier was brutally slain by an animal in Jimbocho last night.

Witnesses reported that the man had ventured into a local bookstore, the Ookii-na-Neko, and emerged a few moments later, screaming. He was pursued by what was apparently a giant wolf, which allegedly jumped through the front window of the store and tore the man to pieces.

Although the coroner reports that animal claws most likely accounted for the man's death, the animal has not been found, nor did the store's window suffer any apparent damage.

The man is said to have been armed at the time of his death. His name has not been released pending notification of his family.

This research report from Irigawa Laboratories, a Kanawa subsidiary, was obtained for us by an Operations Arm agent:

Irigawa Laboratories Shinagawa Research Division

From: Maru Masamoto
To: Dr. Todaro, Project Coordinator
Re: Progress on Experiment #123A54

Dr. Todaro,

We are continuing on the experiment as planned. We expect to get the results of the water purification system within the next week or two. However, we are still having problems with the chemical mixture that has been developed.

Although the purification process is working well, side effects continue to plague us. Over half of the laboratory test subjects have become violently ill after drinking the "clean" water. We are unable to discern the cause of this problem.

Also, local sea life has been interfering with our readings. Is there any of the extermination solution left in stock? It shouldn't affect our end results too drastically.

— Dr. Masamoto

McKendrick,

I believe they are referring to actual human subjects, not lab animals. Shouldn't we be doing something about this?

I have also been noticing an increasing number of sea creatures under the extension. They seem to be attracted to it, rather than repelled. Any ideas?

— Ikuo

(TV news transmission from Nippon Broadcasting Association)

Violence broke out tonight in Aoyama. Witnesses report that Ichi Yamada, a reputed Yakuza underdaimyo, was visiting his mother's grave in Aoyama Cemetery when he and his guards were assaulted by Shiki terrorists.

Yamada escaped injury, but two of his bodyguards were slain. Police report six of the Shiki were killed, but the rest escaped.



CITY OF SHADOWS

In order to truly understand Tokyo and the effects 3327 has had upon it, one must walk its streets and see his work.

Tokyo is not a model of urban planning. It was built around a small fishing village and produced streets that were convenient at the time, but inadequate for future needs. Then the bombings of World War II moved Tokyo a step closer to chaos. Neighborhoods were bombed and people rebuilt upon the ashes. A faltering central government had to resurrect itself before it could resurrect the cities. But the metropolises did not wait and rebuild themselves without any thought about the future.

Even today, city planners have taken a vacation with regard to fixing Tokyo. The costs of redesign are so prohibitive that there is no longer much point to denying the chaos. Even the postal department marks each building by age and district rather than actual street location.

They say that if one merely waits, the entire world will pass them by. In Tokyo, under the economic dictatorship of Kanawa, if one merely waits, he can watch the entire city pass him by. With land costing as much as one million dollars per square foot, the only option is to tear down and rebuild constantly. Entire neighborhoods have been known to disappear overnight.

The following is a report on the districts that make up Tokyo, as compiled by the Operations Arm:

IKEBUKURO/ MEJIRO/OTSUKA

The northwestern section of Tokyo consists of three districts, Ikebukuro, Mejiro and Otsuka. Located well away from the center of the city, this area is home to many blue-collar workers.

Servicing this group of people is Ikebukuro Station. From the station, the working class population can ride the Marunouchi line into the Palace district or the Japanese Rail (JR) into Shinjuku. It also serves as a hub for several other rail lines, both public and privately owned.

Drawing people into Ikebukuro is Sunshine City, which contains Seibu, Japan's largest department store, and Sunshine 60. This is the second largest building in Japan, the only larger being the Kanawa Building in Nihombashi (eastern Tokyo). Contained within Sunshine 60 are several mega-corporation offices.

To protect customers from rapidly increasing pollution, Ikebukuro has a subterranean network that connects Sunshine 60, Sunshine City and Ikebukuro station. Several of the residence complexes also offer en-

trances below the surface. These tunnels have also become refuges for the homeless, despite the best efforts of the Tokyo police (backed by Marketplace Security) to keep them out.

Tunnel Person

DEXTERITY 8

Dodge 9, melee weapons 9, unarmed combat 9

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Find 9, trick 10

MIND 7

Survival 10, test 8, willpower 9

CHARISMA 7

Taunt 8

SPIRIT 8

Intimidation 9

Additional Skills: one at +2 adds

Possibility Potential: some (65)

Equipment: knife, damage value STR+3/12

Description: While their living conditions are not as dismal as those of east side residents, the tunnel people have still dropped quite far. At one time, they had stable jobs, comfortable warm apartments and comfortable lives. But as Kanawa moved in, many lost their jobs to "progress" and now are reduced to begging.

PLACES OF NOTE

Sunshine 60: Tokyo's second largest office building.

Seibu Department Store: Japan's largest store serves the needs of over 12 million people. "If you can't find it here, it doesn't exist," has become a popular catchphrase among the Storm Knight tourist traffic. And with the large import/export trade and possible ties to Hantu Ltd., this is more fact than fiction.

YAKUZA ACTIVITIES

The Yakuza are safe from persecution in the northwestern districts. They have long been accepted as a part of society, many of their ranks being filled from among the working class. The Yakuza do not cause trouble here, despite the more profit-oriented nature of their activities under 3327. The Yakuza provide protection for the people from "radical elements" such as the Shiki and Storm Knights. Those who fight for Japan's freedom are advised to tread carefully here — many citizens are blind to the true nature of the threat to their liberty and will shield the Yakuza if necessary.

Suggestions on how we could change this situation

METROPOLITAN TOKYO



KEY

- | | | |
|------------------|-------------------|-------------------|
| 1. Chiyoda Ward | 9. Shinagawa Ward | 17. Nerima Ward |
| 2. Chuoh Ward | 10. Meguro Ward | 18. Itabashi Ward |
| 3. Minato Ward | 11. Shibuya Ward | 19. Kita Ward |
| 4. Shinjuku Ward | 12. Nakano Ward | 20. Arakawa Ward |
| 5. Bunkyo Ward | 13. Toshima Ward | 21. Adachi Ward |
| 6. Taito Ward | 14. Ota Ward | 22. Kasai Ward |
| 7. Sumida Ward | 15. Setagaya Ward | 23. Edogawa Ward |
| 8. Koto Ward | 16. Suginami Ward | — JNR Train Lines |

would be most welcome. We would prefer that all *nihonjin* (Japanese persons) fight together against the Kanawa Corporation and its pawns.

MEGA-CORPORATIONS

Ikebukuro and the other districts supply a great deal of the common labor force for the mega-corporations. However, there are no major corporate headquarters located here. The Sunshine 60 building houses several mega-corporation subsidiary offices but no major operations.

SHINJUKU

The central point of Shinjuku is Shinjuku Station, which services the largest number of passengers in Tokyo. Nearly two million people pass through this station everyday. Mornings are so crowded that station workers must push commuters into the trains. The large demand at this station is because it is a junction for four railway lines and two subway lines.

With Shinjuku Station in the center, Shinjuku is divided into two sections. Nishi Shinjuku, which is on

the west side of the station, is a business area. Situated there are the Tokyo Municipal Offices, the Tokyo Hilton International and the head offices of Asahi Seimei Insurance.

On the east side of the station is Higashi Shinjuku, a large downtown shopping area. Higashi Shinjuku contains Tokyo's largest underground mall. The maze-like mall is filled with a variety of shops, ranging from department stores to restaurants, snack bars, theaters, taverns, Karaoke saloons and arcades. Its subterranean site helps protect shoppers from the pollution of high-traffic Shinjuku.

On the north side lie several entertainment houses and brothels. This area has drawn the criminal classes in droves, and is a frequent site of clashes between local gangs and Yakuza enforcers quarreling over hotel protection rackets.

The most famous of these sites is the Kabukicho, a former shrine that became the home to many freed courtesans in the 1870s. Kabukicho is now a collection of bars, movie theaters and strip joints.

The violence and depravity of the north side is in stark contrast to the quiet of the south side. The southern sections of Shinjuku are home to many of Tokyo's high class and upwardly mobile business executives. Regular patrols of city police, MarSec agents and mega-corporate security prevent gang wars from spilling over into this area.

PLACES OF NOTE

Togo Seiji Museum: Art museum featuring Van Gogh's *Sunflowers*.

Shinjuku Sumitomo Building: A six-sided building that appears to have only three. This 52-story giant has a hollow center that extends upward the full length and contains several restaurants along its perimeter that overlook the descent.

Shinjuku History Museum: Contains exhibits depicting Shinjuku's history since the turn of the century.

Shinjuku Gyoen Garden: The former estate of Naito, a daimyo in the Tokugawa period.

YAKUZA ACTIVITY

This district has been hard-hit in the war between the Yakuza and the locals. While they are not members of the Shiki, the neighborhood gangs of Shinjuku refuse to bow down before Kanawa and his thugs. It is quite possible that some of the local gang members are Yakuza who escaped the purges of "Bloody September" and are now trying to regain power. If someone needed to recruit forces to use against the Yakuza, Shinjuku gangs would gladly volunteer.

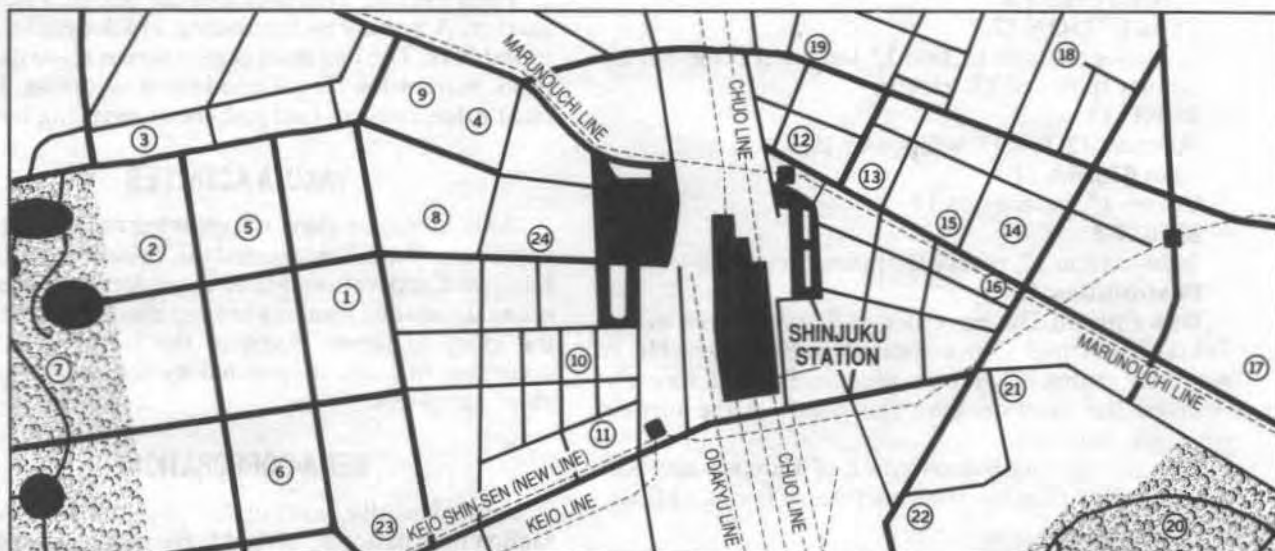
Note: many of these gangs have worked with Rauru agents (particularly with the Operations Arm) and are aware of Kanawa's role as a High Lord. A budding nationalist movement is forming here that might be useful to us.

MEGA-CORPORATIONS

Shinjuku supports more of the blue-collar corporations than any other district. Its proximity to Ikebukuro means there is a substantial work force near at hand



SHINJUKU



KEY

- | | |
|---------------------------------------|--------------------------------|
| 1. Keio Plaza Inter-Continental Hotel | 13. Kinokuniya Bookstore |
| 2. Century Hyatt Hotel | 14. Isetan Fashion |
| 3. Tokyo Hilton Hotel | 15. Mitsukoshi |
| 4. Togo Seiji Museum | 16. Marui Fashion |
| 5. Shinjuku Sumitomo Building | 17. Shinjuku Historical Museum |
| 6. Shinjuku NS Building (computers) | 18. Hanazono Shrine |
| 7. Shinjuku Chuo Koen Park | 19. Komo Theater |
| 8. Shinjuku Center Building | 20. Shinjuku Gyoen Garden |
| 9. Shinjuku Nomura Building | 21. Boruzai Construction |
| 10. Yodobashi Camera | 22. Tatomi Tool and Die |
| 11. Doi Cameras | 23. Kokuro Automotive |
| 12. Studio Alta | 24. Kyogo Railways |

that can work longer hours.

Headquartered in Shinjuku are: Boruzai Construction (Kanawa), Tatomi Tool & Die (Kanawa), a Kokuro Automotive plant (Rauru) and a Kyogo Railways plant (independent or Kanawa, we have yet to determine).

See Chapter Five for a corporate report on Kokuro Automotive.

Shinjuku Station Guard

DEXTERITY 9

Dodge 10, fire combat 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 10

PERCEPTION 8

Find 9

MIND 8

Willpower 9

CHARISMA 7

Persuasion 8, taunt 7

SPIRIT 7

Intimidate 9

Additional Skills: two at +1 adds

Possibility Potential: some (85)

Equipment: Yamaguchi improved taser, damage value 27, stun only, ammo 5, range 2-5/8/16; Kevlar coat, armor value TOU+3/13; radio headset

Description: In addition to the presence of Tokyo policemen, Shinjuku station maintains its own private security force. With over two million people passing through, there is bound to be some violence from time to time. The Shinjuku guards move quickly and call for backup. If any trouble arises, a guard force of ten will arrive in under 90 seconds.

Shinjuku station maintains three shifts of 50 guards each.

Daisuke Someya, Tokyo Prefecture Governor

DEXTERITY 8

Fire combat 9, unarmed combat 9

STRENGTH 7

TOUGHNESS 8

PERCEPTION 12

Evidence analysis 15, find 13, language (English) 13, scholar (politics) 13, trick 16

MIND 10

Business 12, test 15, willpower 15

CHARISMA 11

Charm 17, persuasion 14

SPIRIT 8

Intimidation 12, reality (Nippon Tech) 11

Possibilities: 10

Description: The governor of Tokyo works in the Tokyo Municipal Office located in Shinjuku. He is relatively young (51) for a politician. Someya recently received the position after the death of the former governor, Sato-san.

This man is an obvious pawn of Kanawa and has been blindly following the directives of Foreign Minister Oda.

HARAJUKU

Harajuku is the fashion center of Tokyo. Omote Sando and Meiji Dori streets are lined with boutiques ranging from the conservative but fashionable to the extremely exotic. All fashions are sold at prices four to five times that of normal wear. Such is the sacrifice one must make to keep in style.

Its relationship with pop culture has also drawn the younger crowd to Harajuku. Most afternoons, the walkways are filled with young men and women looking for fashion accessories. And on every Sunday, Omote Sando becomes a vehicle-free promenade for street performers and impromptu concerts.

The residences in Harajuku are filled with hot fashion models, popular media stars and wealthy megacorporate executives. The Meiji Shrine, dedicated to Emperor Meiji, is also located in Harajuku. This shrine is considered by many to be the most important in Tokyo.

Harajuku is also home to many foreigners, among them some well-connected stormers and Storm Knights. *Gaijin* (foreigners) are made more welcome here than they are in most of the rest of the city.

PLACES OF NOTE

Yoyogi-Koen Park: This park just south of the Meiji Shrine was the site of part of the 1964 Summer Olympics. It is frequently used as an information drop site by the Shiki.

Ota Memorial Museum of Art: The most notable of this museum's exhibits are the displays of *ukiyo* (wood block) prints. Efforts by Kanawa representatives to purchase the collection have thus far been thwarted — we feel certain that they wish to destroy the artwork, as it serves as a reminder of Japan's rich culture.

Meiji Shrine/Iris Garden/Treasure House: A collection of elaborate gardens and museums dedicated to Emperor and Empress Meiji. This shrine is a Core Earth

hardpoint.

Japanese Sword Museum: An extensive collection of pre-gunpowder weapons along with military histories and fine arts displays.

Togo Shrine: This shrine is the site of a large flea market. A variety of interesting knick-knacks can be found here. The flea market also serves these days as a black market for illegal goods and weapons. For the right price, one can find just about anything here.

YAKUZA ACTIVITIES

As in Shinjuku, there is a growing nationalist movement here which has targeted the Yakuza as tools of the Kanawa Corporation. Many more former Yakuza are rising up against Kanawa to keep him from destroying the glory of Japan. Some of the largest battles are occurring in clubs frequented by the more "fashionable" gangsters.

MEGA-CORPORATIONS

Located in the heart of the pop culture district is Manga International. MI holds the distinction of being the first *manga* (Japanese comic) publishing house to be run primarily by Americans. MI is detailed further in Chapter Five. It is an independent corporation.

Yamato TV, a Rauru-aligned television network, is also located in Harajuku.

Kimiko Yoshida

DEXTERITY 9

Acrobatics 12, dodge 10, fire combat 9, maneuver 10, running 11, swimming 16, unarmed combat 10

STRENGTH 10

TOUGHNESS 9

PERCEPTION 10

Disguise 15, find 12, language (English) 12, land vehicles 12, scholar (art history) 13, trick 14

MIND 9

Willpower 11

CHARISMA 13

Artist (acting) 20, charm 18, persuasion 16, taunt 16

SPIRIT 9

Faith (Buddhism) 11, reality (Core Earth) 13

Possibilities: 11

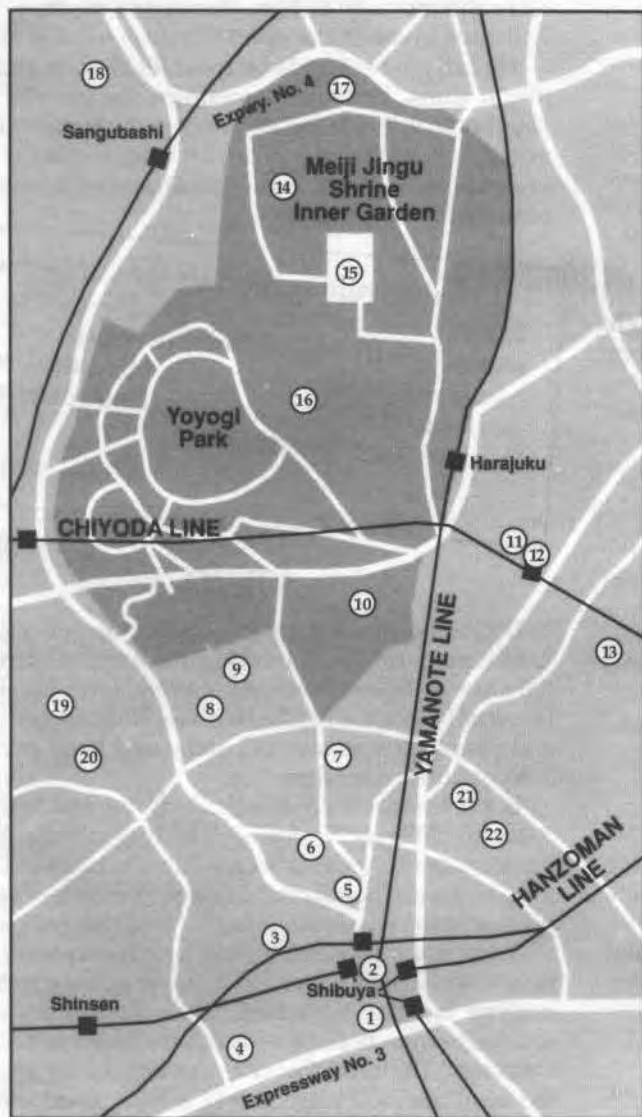
Equipment: HK 4, damage value 15, ammo 8, range 3-10/25/40; make-up kit (+2 to *disguise* attempts); Sony Talkman

Description: Star of the recent smash film "Gordanra Rising," Yoshida is a popular figure in this section of Tokyo. Recently, she has thrown in her lot with the nationalists and is using her star status to recruit others. She is making Kanawa very nervous and he may be planning to eliminate her in the near future.

HARAJUKU ADVENTURE HOOK

While the Storm Knights are relaxing one night in a Harajuku nightclub, Kimiko Yoshida enters. She is immediately surrounded by dozens of her fans, many of them young teenage boys. If one of the Storm Knights manages a *find* or *Perception* roll of 10, he spots a young girl drawing a holdout weapon that she got past the guards.

SHIBUYA AND HARAJUKU



KEY

1. Tokyo Plaza
2. Statue of Hachiko
3. Kujiraya
4. Furusato
5. Seibu Department Store
6. Parco
7. Tobacco and Salt Museum
8. NHK Broadcasting Center
9. NHK Hall
10. National Yoyogi Sports Center
11. Ota Memorial Museum of Art
12. La Foret
13. Oriental Bazaar
14. Meiji Jingu Shrine Inner Garden
15. Meiji Jingu Shrine
16. Iris Garden
17. Treasure House
18. Japanese Sword Museum
19. Nippon Broadcasting Association
20. Ichi Studios
21. Manga International
22. Yamato Television

The girl shouts, "You've ruined my relationship!" at Yoshida and then fires. If the Storm Knights failed the *Perception* check, they can act after she shoots. The first shot will go wild and the crowd will scatter, making it difficult to reach either Yoshida or the girl. A bodyguard is also present to try and intercept.

If the girl, named Saeko, is prevented from killing Yoshida, she will attempt suicide. If the Knights stop her, she will claim that her life was ruined by the so-called screen goddess and this was the only solution she could see. While partially true (her boyfriend is enamored of Yoshida), she is actually being manipulated by Kanawa agents who were aware of her plight. They reasoned that the assassination of Yoshida at the hands of a crazed fan would attract no undue Storm Knight attention.

Saeko has attributes of 8 and *fire combat* at 9. She is not possibility-rated. She is armed with a Komatsu Wakizashi holdout pistol (damage value 14, ammo 6,

range 3-5/15/25).

If successfully interrogated, she will reveal the name Harumitsu Noro as the man who convinced her that killing Yoshida would solve her problems. Storm Knight investigation will eventually lead to the discovery that Noro is a low-level employee of a Kanawa subsidiary. He is scheduled to be smuggled out of the country and into CyberFrance within a day or so.

SHIBUYA

Shibuya, just south of Harajuku, marks the border between commercial and residential Tokyo. Shibuya Station, while not as busy as Shinjuku, sees over one million passengers on their way from the southwestern residential areas into the heart of Tokyo.

Northwest of the station lies a large commercial area. As in Shinjuku, there is an underground mall and several department stores. Marui, Tokyu, and 109 Fash-

ion all have stores in this district. These stores tend to cater more to a younger audience, as the teenage crowd spills over from Harajuku. There are also several clubs and fast food shops to draw them down into Shibuya's malls.

PLACES OF NOTE

Nippon Broadcasting Association: (see below)

Statue of Hachiko: This statue is a popular meeting place for members of both the corporate and criminal classes. "Meet you by Hachiko" has become a common phrase among Yakuza gangsters in need of neutral territory for meets.

The statue depicts a dog waiting for his master, and is based on a story about a pet that returned every night to Shibuya station to wait for his owner, who had long since died. A landmark to honor and loyalty, the statue is one of the few in this sprawling city that has never been the target of vandalism.

YAKUZA ACTIVITIES

Yet another district seemingly bent on defying the Yakuza, Shibuya is currently under the control of local gangs (not believed to be affiliated with the Shiki). Thus far, 3327 has left the matter for the Yakuza to resolve, but he may have to take action in the near future if the situation is not brought under control.

The Hachiko statue is considered by both sides to be off-limits to violence.

MEGA-CORPORATIONS

Shibuya is the location of the Nippon Broadcasting Association headquarters and the main studios of Ichi Entertainment (which controls TV Nippon).

Television in Tokyo is detailed in Chapter Three and Ichi is listed in the corporate reports (see Chapter Five).

"Ashita"

DEXTERITY 11

Dodge 12, fire combat 14, martial arts (Red Lotus, Akido) 16, stealth 14

STRENGTH 10

TOUGHNESS 10

PERCEPTION 10

Find 14, land vehicles 12, scholar (religion) 13, trick 13

MIND 9

Medicine 10, meditation 13, test 12, willpower 12

CHARISMA 9

Persuasion 10

SPIRIT 8

Faith (Shinto) 13, focus 13, reality (Nippon Tech) 11

Possibilities: 15

Miracles: *detect deception, sword master*

Martial Arts Styles: Ashita is a full master of the Red Lotus School and knows all of the maneuvers of the style. He is also an initiate in the Akido school and can utilize all of the minor maneuvers of the style.

Equipment: Chiang 67, damage value 16, ammo 8, 3-10/25/50; shimsi sword, damage value STR+5/15; Niyoki camouflage suit (white)

Description: "Ashita," whose name is Japanese for "tomorrow," is an underground nationalist leader. He

has been regularly supplying the local gangs with arms and has numerous contacts in the Yakuza.

If the Storm Knights wish to arrange a meeting with Ashita, they can contact the local street gangs, who will relay the message to him. Before the meeting, Ashita will have invoked the *detect deception* miracle.

He can get his hands on most legal arms and many illegal ones, and can sometimes supply the Storm Knights with inside information on the Kanawa Corporation or its affiliates. His primary interest is the liberation of Japan—the activities of other High Lords do not concern him.

I tried recruiting this guy for our Services Branch, but he was a no go. He claims he works strictly solo. I trust his word, but we had best keep an eye on him. He'd deal with devils to get 3327, and the Tharkoldu certainly fit that description.

— Kojima

AOYAMA

Before the invasion of Earth by the Possibility Raiders, Aoyama was one of the most beautiful and safest residential areas in Tokyo. Nestled between Harajuku and the Imperial Palace, it was filled with sophisticated boutiques and people. It was also the home to a large portion of Tokyo's foreign residents.

But it has declined drastically in the last few years. After the "Bloody September" killings and the Yakuza reorganization, Aoyama became home to many of Tokyo's top gangsters. Their arrival damaged the district's reputation and frightened residents fled from the area.

Those unfortunate enough to have to stay were forced to deal with increased violence, fewer police patrols, and a surge in drug trafficking. The worst area is in the southeastern section of the district, the location of Aoyama Cemetery. The street that runs through the cemetery and the neighborhood surrounding it has gained the name *abunai*, or "danger," because of the frequent violence that occurs there between the Yakuza and Shiki. Many people suspect that this area is where the Shiki plan to gather their forces against the Yakuza.

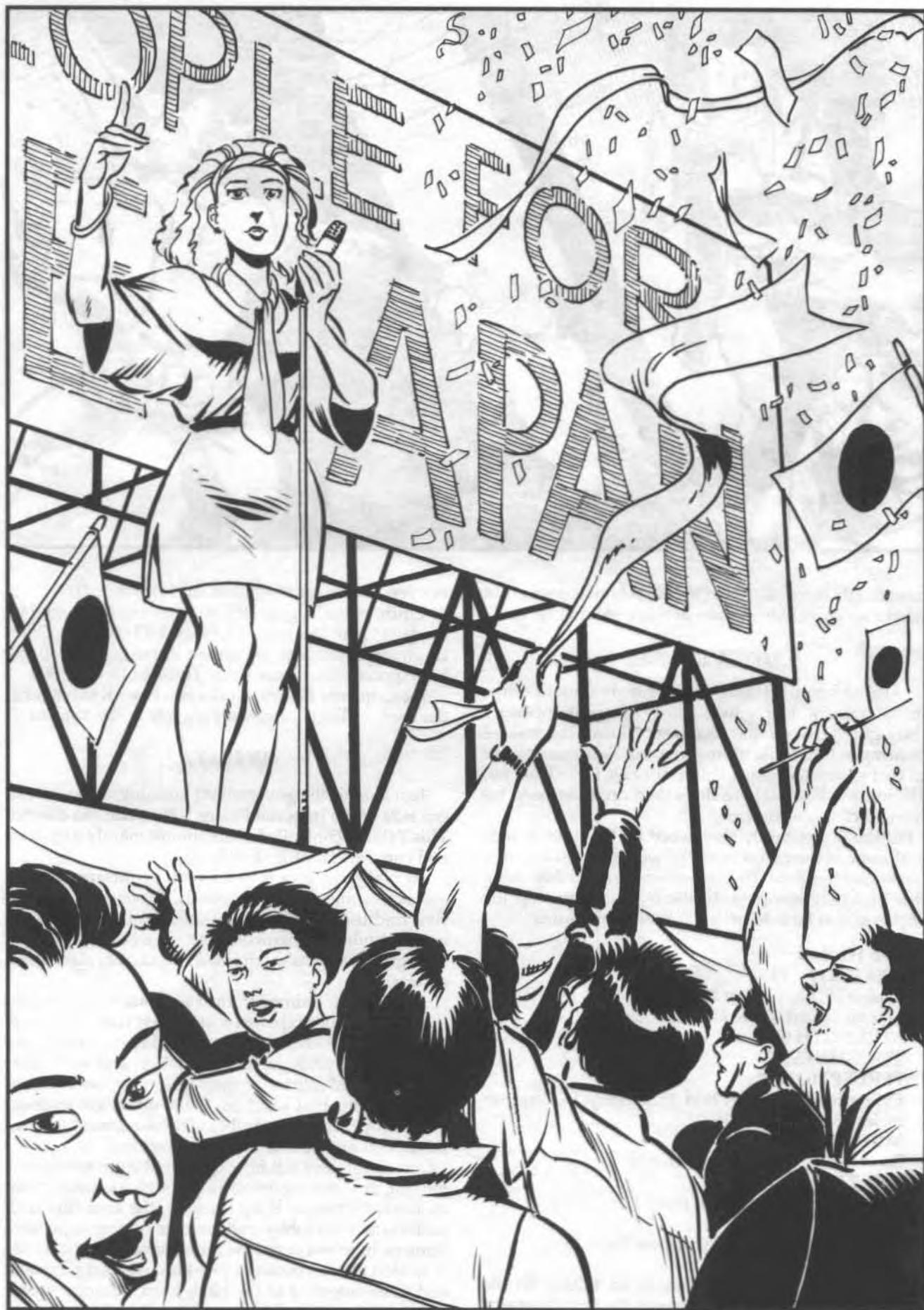
The only relatively safe area in Aoyama is Jingu Stadium and its environs. Atsuo Hutimi, a Yakuza underdaimyo, resides here and has kept the parks free of non-Yakuza drug dealers and street gangs.

PLACES OF NOTE

Jingu Baseball Stadium: Home of the Yakult Swallows. Baseball in Japan continues to enjoy tremendous popularity, particularly with the uncertainty of the American major league schedule.

National Stadium: On the other side of Jingu Gaien Park stands National Stadium, the central arena for the 1964 Summer Olympics.

Nezu Institute of Fine Arts: This museum houses several priceless pieces of Oriental art. Repeated attempts have been made by Orrorshan agents to break into this building, but vampyric ninja under the command of 3327





have fought them off. As yet, the High Lord is unsure just what the Gaunt Man's lieutenants are seeking here.

YAKUZA ACTIVITIES

Atsuo Hutimi is Haragawa's primary underdaimyo in the Yakuza. Haragawa, whose syndicate operates throughout Tokyo, has assigned Hutimi the task of clearing out the Shiki in Aoyama, but Rauru assistance to that group has made this a difficult task. Thus far, Hutimi has been able to do little more than keep his own block under control.

Hutimi is constantly threatened by Shiki hit squads and some of the gangs from the west side have spilled over to aid the Shiki. The underdaimyo is quickly losing face and may resort to drastic measures to stop the criticism that he is receiving from other Yakuza.

Atsuo Hutimi

DEXTERITY 10

Dodge 14, fire combat 17, maneuver 13, martial arts (Atemi-Waza) 12, melee weapons 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 16, find 15, forgery 13, land vehicles 13, trick 15

MIND 10

Business 15, test 17, willpower 16

CHARISMA 9

Charm 14, persuasion 14, taunt 12

SPIRIT 9

Intimidation 16, reality (Nippon Tech) 18

Possibilities: 17

Martial Arts Styles: Hutimi is an initiate in the Atemi-Waza style. He can perform the first three ma-

neuvres (*strike, crushing block, and stop thrust*).

Equipment: Lt. gray suit, sunglasses, SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; 13mm Chunyokai, damage 18, ammo 9, range 3-10/40/50; bulletproof vest, armor value TOU+6/15; ¥140,000

Description: Hutimi works as a branch manager at the Bank of Tokyo, cover for his role in the Yakuza.

AKASAKA

Just behind the government buildings on the western side of the Imperial Palace is the Akasaka district. This Yakuza-controlled area contains mainly corporate and commercial office buildings.

At night, the area is filled with politicians, Yakuza executives and other crimelords. *Ryotei* (very expensive traditional restaurants) cater to their clientele's needs. While Diet members discuss government issues, well-groomed geisha, dressed in kimono, dance and entertain.

Besides entertainment, the ryotei are renowned for the fact that words spoken within their walls will never be repeated. Owners, managers and employees take a great deal of pride in this reputation and will never divulge the identities of their guests or the topics of conversations that went on. Quite often, government officials openly receive bribes in these restaurants, confident that no one will report the incident.

One can always tell how quickly the government is moving by watching the traffic through Akasaka. When an important issue is up for vote, the area fills with politicians who lobby one another during expensive dinners. In recent years, the ryotei have been the scenes of heated clashes between pro-Kanawa Diet members and those opposed to the High Lord's doings. Storm Knights who are lucky enough to get a table in one of

these restaurants and know how to listen can learn much from the experience.

Standard Ryotei Owner

DEXTERITY 8

Dodge 9, fire combat 9, unarmed combat 10

STRENGTH 7

TOUGHNESS 8

PERCEPTION 8

Find 10, language (English) 9, trick 11

MIND 8

Business 10, test 10, willpower 12

CHARISMA 10

Charm 13, persuasion 13, taunt 13

SPIRIT 7

Intimidation (13)

Additional Skills: two at +1 adds

Possibility Potential: some (65)

Equipment: Many ryotei owners keep a weapon within easy reach, in the event of trouble, usually a Kanawa KM11 (damage value 18, ammo 12, range 3-20/30/50) or a ZIIP7z (damage value 16, ammo 12, range 3-10/25/40); Zamftech personal fax; Misaki XE laptop

Description: A ryotei manager's first reaction to Storm Knight trouble is to call the Yakuza, not the police. As mentioned above, they pride themselves on keeping "open restaurants," and do not want any trouble from Storm Knights. A ryotei manager's loyalty is to yen — not Japan, not 3327, just yen.

PLACES OF NOTE

Hie Jingo Shrine: An ancient-style shrine mingled amongst skyscrapers and concrete streets. A large *torii* (archway) marks the shrine that is dedicated to Oyamakuni-no-Kami, a spirit of learning. One common practice here is the blessing of modern objects (such as vehicles) by Shinto priests. It is said that a

number of priests of Palan have found refuge here.

Gehinkan (Akasaka Palace): Palace of the Taisho Emperor (1912-1926).

YAKUZA ACTIVITIES

The Yakuza control of Akasaka is a thing of beauty. They dominate this area so thoroughly that they fear nothing in Akasaka. They regularly hold public gatherings and dine with politicians in the ryotei. Police are bribed to keep quiet and politicians are bribed to talk (and vote) in favor of the Yakuza.

The ryotei are where 3327 has made most of his political allies. He uses the Yakuza to intimidate the politicians into protecting his interests. Nearly half of the politicians in Japan either work directly for the Kanawa Corporation or are too frightened to openly oppose it.

MEGA-CORPORATIONS

Located in Akasaka are divisions of Mitsuyana Motors (Kanawa), Borubokan Textile (Kanawa), Masters & Field Co. (Kanawa) and Shori Banking (Nippon). There are no Rauru Block companies in Akasaka.

ROPPONGI

In contrast to the conservative businessmen that frequent Akasaka, Roppongi is visited by the fashionable and socially well-to-do. Located between Harajuku and the Ginza, this is where fashion meets finance to create Tokyo's nightlife hub.

During the day, Roppongi is quite sedate, the majority of the traffic being delivery trucks and wandering tourists. In the north are the main offices of Tozai TV and many foreign embassies, including the United States (under Delphi Council control), Austria, Ger-



many, Spain, and Sweden. Austria, Germany and Spain are the most active these days, negotiating contracts and trade policies to keep the supply of weapons flowing into their lands for use against the Cyberpapacy.

Activity in the US embassy generally revolves around conflicts in Los Angeles between Nippon corporations and the Tharkoldu.

The benefit of the embassies and Tozai TV being here

is that 3327 plays a cooler hand in Roppongi than elsewhere. Tozai continues to elude his grasp and the High Lord must avoid any direct confrontations that could expose him. Instead, he relies upon the Yakuza.

The Yakuza arrive as night descends upon Roppongi. The gray, dusty appearance of daytime is replaced by the brilliance of thousands of neon signs and automobile lights. The pulse of Tokyo can be measured by the

ROPPONGI, AKASAKA AND AOYAMA



KEY

- | | | |
|--------------------------|-------------------------------------|---------------------------------|
| 1. Almond Café | 11. New Otani Hotel | 21. Nezu Institute of Fine Arts |
| 2. Wave Electronics | 12. Gehinikan Palace | 22. National Children's Castle |
| 3. Asahi Kogaku Gallery | 13. Canadian Embassy | 23. Goto Planetarium |
| 4. Square Building | 14. Sogetsu Kaikan School | 24. Hachiman Jingu Shrine |
| 5. Roppongi Prince Hotel | 15. Jingu Baseball Stadium | 25. Tozai TV |
| 6. Axis Building | 16. Meiji Jingu Shrine Outer Garden | 26. US Embassy |
| 7. Capitol Tokyu Hotel | 17. National Stadium | 27. Swedish Embassy |
| 8. Hie Jingu Shrine | 18. Kaigakan Museum | 28. German Embassy |
| 9. Suntory Museum | 19. Japan Traditional Crafts Center | 29. Spanish Embassy |
| 10. Akasaka Prince Hotel | 20. Brooks Brothers | 30. Austrian Embassy |

tempo of the music emanating from the clubs, including the Hard Rock Cafe's Tokyo site. Everyone, including the Yakuza, puts on their hottest fashions (which have been known to change overnight) and try and bring Roppongi to its knees with sheer energy. Visitors had best be prepared, because neither Roppongi nor the Yakuza in the district take prisoners.

Standard Club Bouncer

DEXTERITY 8

Dodge 10, maneuver 11, unarmed combat 12

STRENGTH 11

Lifting 12

TOUGHNESS 9

PERCEPTION 7

Find 10, trick 10

MIND 7

Test 9, willpower 9

CHARISMA 7

Persuasion 10

SPIRIT 7

Intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (10)

Equipment: ZIIP77z, damage value 18, ammo 9, range 3-10/40/50; brass knuckles, damage value STR+3/14

Description: Since the Yakuza mainly come to Roppongi to relax, the muscle comes from the night club bouncers. Troublemakers can expect to be escorted out none too gently.

PLACES OF NOTE

Hachiman Jinga Shrine: This minor shrine is not connected with the Hachiman Arms division of the Kanawa Corporation.

YAKUZA ACTIVITIES

Yakuza involvement in Roppongi is at a low to medium level. It is more just "business as usual" than the overt control they have over other districts. They own several of the clubs in Roppongi and maintain the usual protection and gambling operations.

MEGA-CORPORATIONS

Tozai TV is the only independently funded television network in Japan. All of the others are government-run, owned by Kanawa or owned by the Rauru Block. Despite numerous attempts, we have been unable to get any inside information on TTV, but rumors trace ownership to the same shadows behind Hantu Ltd. in Yokohama.

Their broadcast editorials have attacked both Rauru mega-corporations and those run by Kanawa.

NAGATACHO/ KASUMIGASEKI

Off the southwest corner of the Imperial Palace lies Tokyo's government section. Located within walking distance of each other are: the National Diet Building, Kasumigaseki Garden, the National Library, the Supreme Court and the National Theater. The Prime



Minister also lives in Nagatacho.

The luxury hotels in the district service many foreign dignitaries. They tend to be well-kept, high priced (expect to pay five to ten times as much here), and very exclusive. Many of the hotel managers will refuse rooms to edeinos, dwarves, elves, giants, and any other obvious troublemakers. Storm Knights that do not attempt to hide their identity are also requested to find lodging elsewhere. The managers pride themselves on violence-free hotels and will call in police if even a conversation gets too loud.

If they're looking for a fight, Storm Knights can head to the southeastern end of Nagatacho. Closer to Ginza and further from the Imperial Palace, this area has become overrun with Yakuza, street gangs, drug dealers and other violent criminals. Office workers that must stay late often prefer to spend the night in their buildings rather than venture outside.

You monkey scum want to keep clear of this mez pit for a while? We wish to "dispense some justice" for few time cycles.

—Jekara

PLACES OF NOTE

Canadian Embassy: The Canadian Prime Minister is currently attempting to recruit Japan's aid against Cyberpapal invaders in Quebec, with limited success.

Commonwealth (formerly USSR) Embassy: The Commonwealth has been working very closely with Japan these days given the return of the Tharkoldu, not to mention the Ayslish incursions into Russia. It is even speculated that Project: Omen has opened a branch somewhere in Tokyo, but this is thus far unconfirmed.

Egyptian Embassy: One of the main reasons that local hotel managers have shut out Storm Knights is because of visitors from the Nile Empire. A few months after the invasion began, one of the hotels became the site of a battle between Nile heroes and villains. One manager was tied to the front of a JR train and spent



several harrowing hours in this fashion while it made its circuit around Japan. Needless to say, he was not amused when the villains claimed diplomatic immunity and were let go unpunished.

YAKUZA ACTIVITIES

When the Yakuza were driven out of Hibiya and the Imperial Park district by Storm Knights and Shiki, they came here. The area is especially violent after dark when most of the police patrols stop. The area also "boasts" a thriving black market and lucrative drug trade.

MEGA-CORPORATIONS

There are no major mega-corporations based in this district.

Genki Tanuma, Diet Member

DEXTERITY 8

Fire combat 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Evidence analysis 15, language (English) 12, language (French) 13, scholar (computers) 13, scholar (Japanese history) 16, trick 14

MIND 11

Business 14, test 15, willpower 14

CHARISMA 12

Charm 17, persuasion 18, taunt 15

SPIRIT 9

Faith (Shinto) 11, intimidation 10, reality (Nippon Tech) 12

Possibilities: 6

Description: These days, nearly half of the politicians are in some way tied to Kanawa and his corporation. Because of this, he has been able to get several laws passed or rescinded, ranging from trade restrictions to social reforms. If a Storm Knight deals with any of the Diet members, he had better investigate whose pocket that member is reaching into for support. One wrong move could get the Knight handed over to 3327.

Tanuma did not even have to be bribed—he was simply intimidated into backing the Kanawa Corporation. It is the belief of the Operations Arm that Tanuma's wife may have been kidnapped and is being held somewhere in the countryside against his good behavior.

Hiram Adel, Egyptian Ambassador

DEXTERITY 9

Beast riding 11, dodge 12, fire combat 13, lock picking 14, prestidigitation 15, stealth 16, unarmed combat 14

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Evidence analysis 13, find 17, land vehicles 12, trick 19

MIND 10

Streetwise 13, test 14, willpower 14

CHARISMA 11

Charm 16, persuasion 17, taunt 16

SPIRIT 9

Faith (Sebek) 12, intimidate 14, reality (Nile Empire) 13

Possibilities: 15

Powers: *mind reading*, value 15, adventure cost 5

Equipment: Colt .45, damage value 16, ammo 7, range 3-10/15/40

Description: Adel, Mobius' ambassador/spy in Tokyo, has had to do more than his share of political tap dancing. Every time a Nile villain (or one claiming to be such) walks into Tokyo, the Egyptian embassy takes the blame.

Adel is a former street thief who was taken in by the Red Hand and trained in the arts of deception that are so integral a part of an ambassador's duties. A Storm Knight forced to deal with Adel would be wise to "look both ways, twice, before crossing the street." He can rarely be trusted for more than 60 seconds at a time.

IIDABASHI-KORAKUEN

Iidabashi is mainly a tourist section of Tokyo. After visiting the Imperial Palace and the buildings surrounding it, Knights may wish to swing northward into

Iidabashi. Located here is the Korakuen Amusement Park, CosmicLand East and Tokyo Dome (home to the Yomiuri Giants and Nippon-Ham Fighters).

The other major attraction for Storm Knights is the headquarters of Japan's Self-Defense Force (SDF). Located just west of Iidabashi is the Ichigaya Garrison, which is an armored division with heavy weapons and tanks. Since the Possibility Wars began, the United Nations passed a resolution releasing Japan from many of its post-WWII restrictions and the SDF forces have increased rapidly. The Japanese government is said to be preparing for a possible attack by Cyberpapal or Tharkoldu forces, but it is far more likely that Orrorsh will be the aggressor realm, in which case military hardware will be largely useless.

Storm Knights are free to view military maneuvers, but are not allowed access to the weaponry stored here.

PLACES OF NOTE

Tokyo Dome: Besides the Yakult Swallows (located in Aoyama), the Giants and the Fighters are Tokyo's home teams. Storm Knights wishing to use the stadium as a meeting place with a nervous contact should arrive early, as nearly every game sells out. Knights are also advised to leave weapons that cannot be easily concealed at home.

YAKUZA ACTIVITIES

Iidabashi is another vulnerable spot for the Yakuza. With the presence of the SDF base and the large numbers of Storm Knights associated with it, the Yakuza has decided to take much of their business into other quarters.

MEGA-CORPORATIONS

Located just a short walk away from the SDF base is a Hachiman Arms plant. Although officers publicly deny it, the SDF base has been known to special order weaponry from this plant. Close observation has shown soldiers ranging from low-level tank drivers to high-ranking officers entering the Hachiman building after hours. Dealings with Hachiman will most likely cease once the general public becomes aware of its connections to the Nippon Tech High Lord.

Standard SDF Trooper

DEXTERITY 10

Dodge 11, energy weapons 11*, fire combat 13, heavy weapons 11*, maneuver 11, martial arts (special units only) 11, melee weapons 11*, missile weapons 11*, running 11, stealth 11, unarmed combat 12

STRENGTH 10

Climbing 11

TOUGHNESS 10

PERCEPTION 8

First aid 10, land vehicles 11, tracking 10

MIND 7

Survival 10, test 9, willpower 10

CHARISMA 7

SPIRIT 7

* Increase by 1-2 adds for special-unit training

Additional Skills: two at +1 adds

Possibility Potential: some (65)

Equipment: Regular unit — Militech Hornet SMG, damage value 18, ammo 10, range 3-15/40/80; Militech A-35 medium assault rifle, damage value 22, ammo 25, range 3-50/250/500; Kevlar, armor value TOU+5/15; personal communicator (helmet mount)

Special unit — advanced weapons by unit type; Kevlar, armor value TOU+5/15; personal communicator

Description: The SDF force in Iidabashi is a ground unit. Individuals are trained in infantry assault, armored combat, tank combat, hovercraft and a variety of heavy weapons and ground support weapons.

Martial artists will be trained in the minor disciplines of one style. Their instructors will have one of the major disciplines.

MARUNOUCHI-OTEMACHI

Before the west overthrew the Shogunate, Marunouchi was home to many of the daimyos' residences in Tokyo. They sat behind protective walls while the rest of Tokyo went about its daily business.

When the west arrived and the government fell, so did many of their palaces. And in their place (both in power and in physical location) came the merchants. On the remains of a military power were built the trappings of an economic one. Palaces were replaced by offices and warehouses. Criminal courts were replaced by banks and the new Home Ministry and Treasury were built in Marunouchi. Even barracks were converted into hotels for the newly arriving westerners.

Today, Marunouchi remains a corporate area, although many of the businesses have moved eastward into Nihombashi. Skyscrapers which tower over the Imperial Palace just a few blocks to the west hold busy executives working twelve to fifteen hour days, struggling to meet the demands of a rapidly growing economy.

For tourists, there is little to be offered by Marunouchi. But for enterprising Storm Knights and corporate saboteurs, there is a motherlode of opportunities. Under the shadow of the Kanawa building in Nagatacho, many of Kanawa's subsidiaries have made this district the cen-



THE IMPERIAL PALACE DISTRICT



KEY

- | | | |
|------------------------------------|------------------------------------|--|
| 1. Tokyo Station | 10. Metropolitan Police Department | 20. Budokan |
| 2. Otemon Gate | 11. National Diet Building | 21. Crafts Gallery |
| 3. Tatsumi Yagura | 12. Supreme Court | 22. Inuimon Gate |
| 4. Kikyomon Gate | 13. National Theater | 23. Kita Hanebashi |
| 5. Sakashitamon Gate | 14. Hanzomon Gate | 24. Takebashi |
| 6. Imperial Palace
Outer Garden | 15. Ayslish Embassy | 25. National Museum of
Modern Art |
| 7. Nijubashi | 16. Yasukuni Jinja Shrine | 26. Hirakawamon Gate |
| 8. Fushimi Yagura | 17. Chidori-ga-fuji-Koen Park | 27. National Police
Training Facility |
| 9. Sakuradamon Gate | 18. Tayasumon Gate | |
| | 19. Kitanomaru-Koen Park | |

ter for their operations. Corporate laboratories, storage facilities and executives all provide ample targets for those wishing to deal blows to Kanawa's finances.

PLACES OF NOTE

Aside from Tokyo Station, which contains remnants of pre-WWII architecture, there is little of cultural interest here. The streets and sidewalks are filled with the hustle and bustle of an economic district rather than with leisure and entertainment.

YAKUZA ACTIVITIES

Since this is primarily a financial district which is under Kanawa's control, the Yakuza have only a small role in this area. The Yakuza activity here is restricted to "leg-breaking" and minor corporate sabotage.

MEGA-CORPORATIONS

L, T & M Finance, Soto Investments and Chi Real Estate (Kanawa) are all located in Marunouchi. Rauru establishments include a division of the Bank of Yokohama, Leco Investments and Daisho Publishing.

HIBIYA

At the heart of Tokyo lies the Imperial Palace. Tokugawa Ieyasu chose Edo Castle for its prime location, and after capturing it in 1590, he quickly built inner and outer defensive walls and a network of canals to bring water up from the Sumida River and Tokyo Bay.

Today, it serves as a nexus for tourists and Storm Knights. The historic relationship between the Emperor and Japan has made Edo Castle a hardpoint of Core Earth's reality. The parks surrounding the palace often act as a refuge for Sons of the Wind or Shiki who are fleeing 3327's agents. The heavy media concentration in the area prevents the High Lord's servants from taking action in this area without risking it being captured on camera, something 3327 has thus far been reluctant to allow.

PLACES OF NOTE

National Police Training Facility: Located on the edge of the East Garden is the Martial Arts hall for police trainees. Visitors can look on as new agents are run through a vigorous exercise routine, including demonstrations of karate, judo, aikido, kendo (fencing) and various other styles of self-defense and attack.

Hibiya-Koen Park: As with much of Hibiya, this park has escaped the urban decay that has overcome Tokyo. While the rest of the city descends into squalor under the aegis of Kanawa, this park remains picturesque and pleasant. It is a frequent gathering spot for Shiki, Rauru operatives and Storm Knights.

YAKUZA ACTIVITIES

The Yakuza were once strong in this area, but have been pulled out. Conflicts between them and Rauru agents forced Kanawa to withdraw his puppets or else

see their actions broadcast on the independent media. Privately, most Yakuza were happy to be reassigned, as the Sons of the Wind had been inflicting heavy losses on them.

However, now that so many of his secrets are bubbling to the surface, 3327 may throw caution to the wind and attempt to retake Hibiya. The presence of so prominent a hardpoint as Edo Castle has made this district a thorn in his side.

MEGA-CORPORATIONS

There are no major mega-corporations located here.

AKIHABARA/JIMBOCHO/KANDA

While corporate executives design their lives away in other sections of Tokyo, Akihabara is where their creations are sold. This district is the east side's shopping district and the most commonly sold good is technology. Also known as the "sound and light district," approximately ten percent of all the electronic merchandise in use in Japan is sold through Akihabara.

With over 600 shops specializing in high tech, items can be found here sometimes as much as two years before they appear anywhere else in the world. The largest growth area has been in cybernetics. With Japan funding much of the war against CyberFrance, many young soldiers come here to get augmented before shipping out.

Needless to say, Jean Malraux has tried to block this by sending agents here. But strong Storm Knight (who use the area as an equipping station) and Yakuza presence have kept interference to a minimum.

On Akihabara's west side lies Jimbocho. This is another specialized shopping district, but this one is far from technological in nature. Jimbocho is the nation's bookstore and a Storm Knight who peruses the district's stacks should be able to find just about anything. The most popular subjects are religion and magic, with books ranging from arcane lore to Zen philosophy.

And who shops in Akihabara and Jimbocho? Besides Storm Knights, students coming from Kanda do the majority of the buying. Kanda is home to three of Japan's premiere universities: Meiji University, Tokyo Electric University and Nippon University. Those stores that don't deal in electronics or books gear their sales toward the students, carrying compact discs, musical instruments, sporting goods, and clothes.

Isamu Konomi, Book Shop Owner

DEXTERITY 8

Fire combat 9, prestidigitation 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 14, divination magic 12, evidence analysis 12, find 13, scholar (arcane lore) 17, trick 14

MIND 12

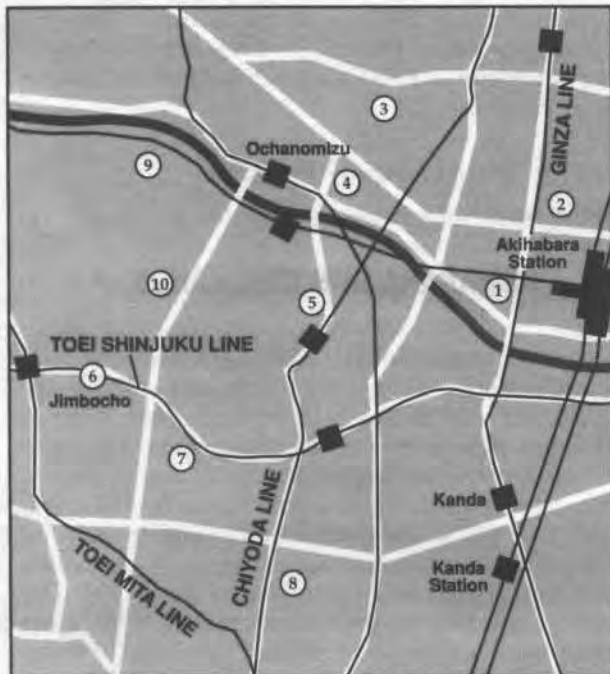
Apportation magic 15, conjuration magic 16, medicine 14

CHARISMA 11

Charm 12, persuasion 14, taunt 12

SPIRIT 10

AKIHABARA AND JIMBOCHO



KEY

1. LAOX building (discount store)
2. Yamagiwa Department Store
3. Kanda Myojin Shrine
4. Yushima Seido Shrine
5. Nikolai Cathedral
6. Bookstores of Jimbocho
7. Omi Electronics
8. Konban Electronics
9. Brookgreen Publishing
10. Perrier Publications

Intimidation 13, reality (Nippon Tech) 14

Possibilities: 11

Arcane Knowledges: folk 3, living forces 3, magic 2, metal 2, true knowledge 1

Spells: bullet, charm person, detect magic, disguise self, weakness

Description: Konomi is a strange old man who owns a bookstore in Jimbocho called Ookii-na Neko Honya. He specializes in rare and out-of-print books, particularly those dealing with the occult. Thus far, he has been largely left alone by the Yakuza, who state that he is not worth the effort of intimidating. The truth is that they have some trepidation about things smacking of the occult.

PLACES OF NOTE

Ryogoku Kokugikan: Slightly east of Akihabara is the National Sumo Arena. It, along with several others clustered on the banks of the Sumida River, play host to the Grand Tournament of Sumo. It is held here every year (since the Sumo Association is located in Tokyo) in January, May and September. Contestants, who can tip the scales at over 500 pounds, come here to test their abilities against each other. Sumo is detailed further in Chapter Three.

Kanda Myojin Shrine: Aside from technology, Kanawa has one other interest in this district. This shrine is dedicated to Daikoku, one of the gods of Good Luck and the identity assumed by the Nippon Darkness Device. It is also dedicated to Ebisu, the god of success and business.

YAKUZA ACTIVITIES

These districts are a medium-level area for the Yakuza. They primarily are involved in protection rackets and some black marketeering. The remainder of the duties are left to Kanawa-controlled police.

MEGA-CORPORATIONS

Brookgreen Publishing (Kanawa) and Perrier Publications (Rauru) are both located in Jimbocho. In Akihabara, electronics giants Omi Electronics (Kanawa) and Konban Electronics (Rauru) cut down on transportation costs by locating their plants a short distance from the retailers.

JIMBOCHO ADVENTURE HOOK

A book dealer named Ichimura has a problem with Konomi and his store. Although both men deal in rare volumes, Ichimura does not have the contacts Konomi does. He wants Konomi eliminated, but the Yakuza enforcers he hired have bungled the job.

Ichimura will contact the Storm Knights and mislead them into believing that Konomi is a Kanawa agent, hoping to provoke them into attacking the store.

If the Storm Knights buy his story and attack, Konomi will try to clear himself and then resort to spells when that fails.

After the fight, or if Konomi can convince them of his innocence, the Storm Knights should head back to Ichimura's for some fast explaining. If the Storm Knights end up siding with Konomi, he can be used as a contact in the future.

NIHOMBASHI-KYOBASHI

Nihombashi is one of the few districts that is more active during the day than at night. And it is *very* active. Nihombashi is the heart of Tokyo's financial world. It is so much the center that all of the nation's highways begin their measurements from the black pole that stands on Nihombashi bridge.

When Edo was initially forming, Tokugawa made Nihombashi (which sat next to his palace, Edo Castle) the center of the country. The five major roads leading from Tokyo into the rest of Japan originate here.

Due to its role as a nexus, Nihombashi became a warehouse district and trading center. Stored goods such as rice and fish were kept here and eventually, when money overtook rice as the commodity of choice, it too was stored here. Thus began Nihombashi's emergence as a financial power.

Today, all of the major Japanese banks (including the Bank of Japan) and many foreign banks have offices located in Nihombashi. It is also home to the Nikkei Stock Exchange and thousands of stock companies and brokerage houses. More money changes hands here than anywhere else in the world. Daily electronic transactions easily slide up into the billions, and occasionally even hit a trillion or two.

At night, this district becomes a ghost town, as its workers disburse throughout the city to enjoy the nightlife.

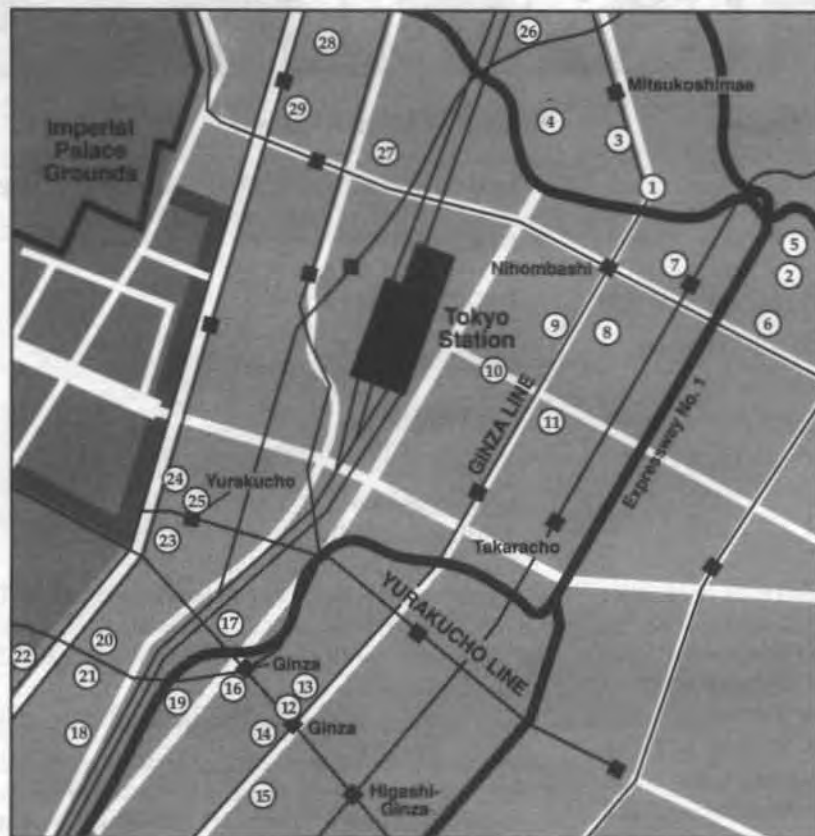
PLACES OF NOTE

Bank of Japan: The wealth that passes through the doors of the Bank of Japan is second only to the banks of Switzerland. The Bank of Japan's chief headquarters are located in Nihombashi. Be warned: the bank is firmly under 3327's control, and its resources are vast.

Nikkei Stock Exchange: Much of the wealth deposited into the Bank of Japan is generated in this building. The Nikkei Stock Exchange is the world's largest and has been slowed very little by the outbreak of Possibility Wars.

Here, traders keep the heart of the financial world beating. Their power is so great that their actions can determine whether or not an entire country lives or dies.

NIHOMBASHI, GINZA, AND YURAKUCHO



KEY

1. Nihombashi Building
2. Nikkei Stock Exchange
3. Mitsukoshi
Department Store
4. Bank of Japan
5. Kabuto Jinja Shrine
6. Yamatane
Museum of Art
7. Kite Museum
8. Takashimaya
Department Store
9. Maruzen Bookseller
10. Yaesu Underground
Arcade
11. Bridgestone
Museum of Art
12. Wako Department Store
13. Mikimoto Pearls
14. Kyukyodo Paper
15. Matsuzakaya
Department Store
16. Sukiya-bashi
17. Mullion Building
18. Riccar Art Museum
19. International Shopping
Arcade
20. Takarazuka Theater
21. Imperial Hotel
22. Hibiya-Koen Park
23. Kanawa Mutual
Life Insurance
24. Imperial Theater
25. Idemitsu
Museum of Art
26. Kanawa Corporation
27. Zamftech Computers
28. Allied Technologies
29. Minolta Building



Standard Nikkei Commodities Trader

DEXTERITY 8

Maneuver 9, running 11

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Evidence analysis 11, find 11, scholar (economics) 11, trick 11

MIND 9

Willpower 10

CHARISMA 8

Charm 9, persuasion 9, taunt 10

SPIRIT 7

Intimidation 9

Additional Skills: two at +2 adds

Possibility Potential: some (60)

Description: Nikkei traders are some of the best in the world. Any Storm Knight wishing to make it in the business world would be wise to make friends with two or three traders. But they had best be wary, for many of the traders moonlight as spies for Kanawa.

Kanawa Corporation Building: Nihombashi is the location of 3327's monstrosity. His glass and steel goliath towers above all the other buildings in Nihombashi and is the largest building in Tokyo (second being the Sunshine 60 building in northwest Tokyo). From behind the giant crimson "K," 3327 plots the destruction of our world.

YAKUZA ACTIVITIES

As in Marunouchi, the Yakuza maintain a relatively small presence in the financial district. Instead, Nihombashi is patrolled regularly by the police and MarSec agents.

Standard MarSec Agent

DEXTERITY 9

Dodge 10, fire combat 11, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, tracking 10, trick 9

MIND 8

Test 9

CHARISMA 8

Charm 10, persuasion 9

SPIRIT 7

Intimidation 9

Additional Skills: two at +1 adds

Possibility Potential: some (55)

Equipment: Kyoto Police RKD, armor value TOU+7/15; nunchaka, damage value STR+5/13; Impala chain gun, damage value 23, ammo 600 range 3-40/150/400

MEGA-CORPORATIONS

As noted above, the Bank of Japan and the Kanawa Corporation are both headquartered in Nihombashi. Located alongside them are Korruki Investments (Kanawa), Komco's and Konicki Inc.'s corporate offices (Kanawa), as well as Shodan Metal's financial department (Rauru).

GINZA

Ginza was once the largest downtown area in Tokyo. This area once flourished from the trade between the high-class northern part of Tokyo and the merchants and fishing trade generated by Tokyo Bay. Ginza itself means "silver gathering."

Today, there are four large department stores located here, Matsuya, Mitsukoshi, Matsuzakaya and

Hankyu, along with numerous other shops, restaurants, and nightclubs.

Due to the high daytime pollution levels and its dependence on the entertainment industry, the majority of the Ginza's traffic doesn't arrive until after the sun sets. Many mega-corporations entertain their clients at bars and nightclubs in the Ginza. Besides mega-corporate executives, Diet members, mid-level government officials, and media stars all pass through the clubs on any given night. Weekend nights are so busy that it is nearly impossible to get into many clubs without knowing someone.

The clubs have maintained their popularity over the years through enterprising "bar girls." Since many women cannot get an edge in the business world, they have utilized their talents in the Ginza clubs. Most are beautiful, moderately wealthy and looking to get wealthier. They rely on large tips from their patrons to keep moving up the social scale. And many desire to open their own clubs, often supplying anything their patron wants to gain favors.

This all combines to make the bar girls attractive sources of information. Quite often an over-worked corporate executive will see more of his bar girl than his family. They will lavish the girls with affection, gifts, and sometimes corporate secrets. These secrets are then quickly turned around to the highest bidder.

For the less mercenary-at-heart and more art-oriented, the Kabuki Theater is also located in Ginza.

Kumiko

DEXTERITY 9

Acrobatics 11, dodge 10, fire combat 10, maneuver 11, stealth 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Evidence analysis 11, find 12, land vehicles 11, trick 11

MIND 9

Business 11, willpower 10

CHARISMA 12

Charm 15, persuasion 13, taunt 14

SPIRIT 8

Intimidation 9, reality (Nippon Tech) 10

Possibilities: 12

Equipment: Komatsu Wazizashi, damage value 14, ammo 6, range 3-5/15/25

Description: Kumiko is the owner and hostess of Miyabi's, a bar in Ginza. She is a striking beauty about 30 years old. Her smile hides a calculating mind. It is apparent that she has a powerful patron behind her, but his identity remains unknown. Miyabi's is free of Yakuza influence.

PLACES OF NOTE

The Kabuki Theater: One of Japan's favorite entertainments, the Kabuki, has a major theater in Ginza. Kabuki is further detailed in Chapter Three.

YAKUZA ACTIVITIES

The Yakuza are fairly active here. Their businesses in Ginza include protection, gambling, prostitution, drugs, and muggings. Mega-corporate executives that aren't producing fast enough are often "liquidated" in the back alleys of Ginza.

MEGA-CORPORATIONS

There are no major mega-corporations headquartered in this area.



UENO



KEY

1. Ruins of Tokyo Metropolitan Festival Hall
2. National Museum of Western Art
3. National Science Museum
4. Tokyo National Museum
5. Jigendo
6. Kaneiji Temple
7. Tokyo University of Arts Exhibition Hall
8. Ruins of Tokyo Metropolitan Art Museum
9. Ueno Zoo
10. Shinobazu Pond
11. Pagoda of the Kaneiji Temple/Shiki Headquarters
12. Toshogu Shrine
13. Kuromon Gate
14. Kiyomizu Kannon Hall
15. Ruins of Ueno no Mori Museum
16. Shogitai Memorial
17. Statue of Takamori Saigo
18. Suzumoto
19. Jusanya
20. Shitamachi Museum
21. Shrine to Benten
22. Tokudaiji Temple
23. Ameya Yokocho Market

UENO

Ueno's modern existence began when Emperor Meiji overthrew the Shogunate and massacred close to 2000 Tokugawa loyalists. Ueno was built as the northern gate to keep evil from the area. When Emperor Meiji came to Edo, the wardens allowed him to pass freely in exchange for their lives. But a few days later, people still loyal to the Shogunate used Ueno as a gathering point. They prepared to retake Edo Castle, but when met by

the opposition, who were now armed with Western guns, they were slaughtered. Those that were not killed outright committed suicide rather than be taken prisoner.

Today, trapped between urban Tokyo and the residences to the north, Ueno remains a battlefield. Those without the resources to make it into the countryside are forced to live in poverty and decay. Kanawa's higher prices have created a gulf between the upper and lower classes that is rapidly widening. Already,

under this system, many of the residents of Ueno have lost their identity, becoming Nippon's version of Marketplace's nameless *burakumin*.

And the direct result of poverty is an increase in violence. Daily, people must physically fight to get food or the money to buy food. Any visitors to Ueno are warned not to carry large sums of money. And in Ueno, 1000 yen (\$7) is considered a large sum of money. If you must venture into this area, make sure you are well-armed.

PLACES OF NOTE

Tokyo University: The university is the only thing that draws any positive attention in Ueno anymore, and even it is losing popularity. Many of its students have enrolled in the universities located in Kanda to avoid the violence of Ueno. Those that do stay mirror Ueno's citizens: they simply can't afford to go anywhere else. Also, because of the troubles outside, Tokyo University is now a closed campus guarded by an armed security force.

Ueno Park: Before 3327's arrival, Ueno Park was a good place to take your family. A zoo located on its edge and a pleasant atmosphere made Ueno much more enjoyable than it is today.

But as Ueno slipped into turmoil, so did the park. It is now filled with homeless living in the open or in haphazard shelters. The zoo is now deserted and some of the animals that were housed here broke free into Ueno before they could all be transferred.

The park is currently the home of a large number of Shiki, as well as other gang members.

Standard Shiki

DEXTERITY 9

Dodge 10, fire combat 12, martial arts 10, melee

weapons 10, stealth 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Survival 8

CHARISMA 8

Charisma 9, persuasion 9, taunt 9

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (45)

Equipment: varies

YAKUZA ACTIVITIES

This area has been the cause of most of the Yakuza's troubles in eastern Tokyo. The Shiki movement has spread like wildfire among the impoverished and the Yakuza are unable to maintain any order in Ueno. The Yakuza regularly attempt to recapture this territory from Shiki rebels, but can never manage to kill more than a few at a time.

The battle isn't getting any easier, either. As the public becomes more and more aware of Kanawa's control and his role with the Yakuza, more of the poor in Ueno are joining forces with the Shiki to wipe out the gangsters. Any lieutenant would have a guaranteed underdaimyo position if he could break the Shiki's hold on this area.

MEGA-CORPORATIONS

None. Mega-corporations have long since fled from Ueno. The only corporate presence in the area is when an "acquisition squad" kidnaps one of the poor off the



street for use in an industrial experiment.

"Burakumin"

DEXTERITY 8

Dodge 9, fire combat 10, melee weapons 11, unarmed combat 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 9

Disguise 9, find 9, tracking 9, trick 9

MIND 7

Survival 10, test 8, willpower 8

CHARISMA 7

Taunt 8

SPIRIT 8

Intimidation 9

Additional Skills: one at +1 adds

Possibility Potential: some (55)

ASAKUSA



KEY

1. Kaminarimon Gate
2. Nakamise-dori
3. Hozomon Gate
4. Garden of the Denbo-in Temple
5. Five-story pagoda
6. Main hall of Sensoji Temple
7. Asakusa Jinja Shrine
8. Nitenmon Gate
9. Benten-yama
10. Nimi Building
11. Kappabashi

Equipment: chain, damage STR+3/12; knife, damage STR+3/12; baseball bat, damage value STR+4/13

Description: They lost their jobs last year. They lost their apartments six months ago. They have been living out of garbage cans for too long and they are striking back. Anyone with signs of wealth will be attacked. These are desperate people with nothing more to lose.

ASAKUSA

When Ueno began to decay, some of the residents fled into Asakusa. But Asakusa then followed suit, because it was Tokyo that was changing, not simply individual districts. Asakusa is a sister district of Ueno sharing many of the same traits.

Street crime increased rapidly and Asakusa's original residents fled as Ueno's refugees arrived. Jobs were lost and Asakusa plunged into poverty. Then, at 3327's urging, the Tokyo prefectural government began cutting costs. Asakusa lost social programs, garbage collection and eventually even basic water service.

Asakusa has become a dumping ground. Corporate trucks regularly bring their waste products (some quite unhealthy and definitely illegal) and leave it in Asakusa. One such garbage mound caught fire a year ago, and since the fire department is no longer active in Asakusa, it still burns today. It churns out a foul black smoke that keeps the district in perpetual darkness.

PLACES OF NOTE

Sensoji Temple: The only shining light in Asakusa is this temple, which withstood even bombings of Tokyo in World War II. Its presence helps keep some hope alive in Asakusa, and it is a known refuge for the priests of Palan.

Hozomon Gate: On Asakusa's eastern edge lies Hozomon Gate. It leads away from the district and holds an immense incense burner. Ironically, it is believed that those that breathe the smoke generated by the burner are endowed with good luck.

YAKUZA ACTIVITIES

Asakusa has lost almost all hope. It has become a breeding ground for Yakuza gang members. People in Asakusa are willing to do nearly anything to get out.

Police have dropped their patrols in this district to a minimum, concentrating more on keeping the violence contained rather than trying to stop it. Therefore, the Yakuza use Asakusa as a base from which they can operate with impunity and retreat with confidence that none will pursue.

MEGA-CORPORATIONS

As in Ueno, the mega-corporations have abandoned Asakusa. Empty warehouses have become new homes for the poor and training facilities for Yakuza recruits. Mega-corporations only venture into Asakusa to get rid of their waste products.

The Robotic Beast

DEXTERITY 8

Dodge 9, melee weapons 9, unarmed combat 11

STRENGTH 12

Climbing 14, lifting 14

TOUGHNESS 12**PERCEPTION 8**

Tracking 9

MIND 6

Test (15), willpower (15)

CHARISMA 6

Charm (18), persuasion (25), taunt (9)

SPIRIT 7

Intimidation 16

Possibility Potential: none

Equipment: club, damage value STR+3/15; Sparrow equalizer, damage value 18, ammo 6, range 3-15/25/60; skin armor, value TOU+4/16

Description: The Robotic Beast is a mutant who was dumped off in Asakusa. He has been rampaging throughout the district in search of food and has become misunderstood and hated.

The beast was a human guinea pig for Hachiman Arms' cyberweapons division. When Jean Malraux's Cyberchurch developed the Sparrow Equalizer, Hachiman stole a copy of the blueprints. The beast was a test subject for their first model.

But the experiment was a failure and cyberpsychosis caused the subject's mind to snap. Hachiman decided to experiment further on him before abandoning him in Asakusa. As a result, he now sports prototype skin armor in addition to the gun.

As in a Beauty and the Beast story, he can indeed be calmed temporarily by beauty, as it reminds him of his human days. But with the slightest provocation, madness will reclaim him and he will tear into the nearest person.

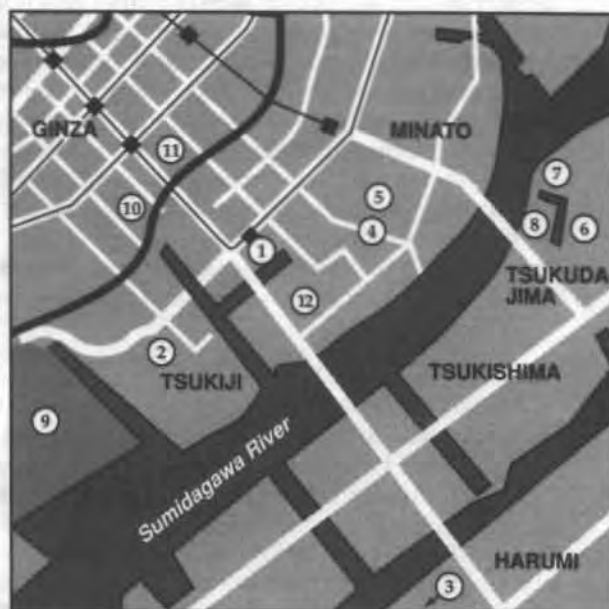
ASAKUSA ADVENTURE HOOK**Robotic Beast Sighted Again**

TOKYO — The bizarre creature dubbed the "Robotic Beast" by a fearful public has been sighted once again in the Asakusa district.

First spotted only two months ago, the beast has killed a dozen people and terrorized hundreds. Though police are uncertain where this monster came from, they strongly deny reports that it is somehow related to the Tharkoldu techno-demons who have attacked Earth.

If the Storm Knights decide to follow up on this news clip, they must first head into Asakusa. Unless carefully disguised, they will be plagued by various homeless and poor who beg or offer anything for food and money. They can exchange food for information about the beast.

After some investigation, the Storm Knights can narrow the search down to a deserted section of the railroad yards in Asakusa. Once there, they will see the monster, probably finishing off the remains of another victim. Unless they approach quietly, the beast will flee from them as quickly as possible, but will defend itself if attacked. Should the Knights capture him, he will ask

TSUKIJI**KEY**

1. Tsukiji Honganji Temple
2. Central Wholesale Market
3. International Trade Center
4. Maeno and Genpaku Sugita
5. Saint Luke's International Hospital
6. Tsukudajima
7. Tsukugen
8. Sumiyoshi Myojin Shrine
9. Hama Rikyu Detached Garden
10. Shimbashi Embujo Theater
11. Kabuki-za Theater
12. Asuga Hovercraft

to be put out of his misery. He will regale them with his tale of sorrow and misunderstanding and sink into despair. If the Knights kill him, he whispers "Thank you" as he dies.

TSUKIJI/SHIMBASHI/SHIBAKOEN

Southwest of Ginza lies the northern bay districts of Tsukiji, Shimbashi and Shibakoen. This area thrives primarily on the failing fishing industry and is trying to convert into a seaside corporate section. As corporate pollution kills off the fish in the bay, many fisheries have tried to sell out their properties to the highest bidder. What remains are struggling independent merchants and vacant warehouses.

However, Tsukiji is not in jeopardy of turning into something similar to the slums of northern Tokyo. Although the marine industry is declining, the bay area maintains its profitability through increased export/import trade. Fish, as well as many other goods needed in Tokyo, are brought in from other ports, both foreign and domestic. In return, electronic goods and conventional armaments are exported. Many of the old fish warehouses have been converted into arms storehouses.

The only other major items of note lie in Shimbashi. Shimbashi is a toned-down version of Ginza, a pleasure district for the blue-collar dock workers. Most of the bars in Shimbashi tend to be harsher and less trendy than their Ginza counterparts. Barroom brawls erupt here because of drunk workers and not gang warfare.

PLACES OF NOTE

St. Luke's International Hospital: An oddity in a realm devoted to profit, St. Luke's provides free medical treatment to those who cannot afford to pay. No patient is ever forced to pay for their treatment (although payment is accepted happily) and many of the poor suffering from pollution sickness and overwork utilize its facilities. Even more amazing, no one has been able to determine the source of St. Luke's resources. Rumors abound, ranging from Rauru support to Storm Knight donations to divine intervention. We can state with certainty that the former plays some part in the hospital's continued observation, and we would not rule out the other two options as possibilities.

YAKUZA ACTIVITIES

As one would expect, Yakuza soldiers on the waterfront operate out of the warehouses. They store caches of various imported illegal weapons and assorted electronic goods. It is from here that many of the black markets in Akihabara, Nagatacho and Shinjuku are supplied with their goods.

MEGA-CORPORATIONS

We have had minor contact with some Marketplace corporations that have arrived in Nippon. Asuga Hovercraft has opened a division of their pollution control subsidiary and Shori Petroleum owns some warehouses along the bay. Their intents (as we perceive them) are outlined in the "Power Groups" section (see Chapter Four).

Standard Dock Worker

DEXTERITY 9

Dodge 10, melee weapons 10, swimming 10, unarmed combat 11

STRENGTH 10

Climbing 11, lifting 12

TOUGHNESS 10

PERCEPTION 7

Find 8, trick 8, water vehicles 9

MIND 7

Test 9, willpower 9

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 9

Additional Skills: one at +2 adds

Possibility Potential: some (65)

Equipment: club, damage value STR+3/13

Description: Dock workers are potential allies. They have not been overly pleased with 3327's "reforms" and could be turned against him with little trouble. A strong union and national pride link the workers together. If a charismatic Storm Knight were to organize them and gain access to the Yakuza warehouses, he could arm the workers against Kanawa. The Rauru Block has been attempting to do just this, but in the eyes of the workers, we are simply one more untrustworthy business concern.

SHINAGAWA

The west bay area of Shinagawa is a bit more upbeat than that of Tsukiji. Shinagawa has never relied very heavily upon the fishing industry and subsequently has not felt the effects of its decline. Instead, Shinagawa profited from a large technological base and an upper class residential section.

Shinagawa is conveniently located between southern and central Tokyo and receives traffic from both sides. Southern Tokyo residents (many of them megacorporate executives) often stop in Shinagawa before heading up to the nightlife districts of Ginza or Roppongi. Northern Tokyo residents come to Shinagawa to dine along the bay. And finally, mid-level executives that cannot yet escape into southern residences make their homes in Shinagawa.

Shinagawa also gains attention from its extension into Tokyo Bay. Kanawa is attempting to solve some of the problems of overcrowding in the corporate sectors by extending a platform into the bay and building new storage facilities and laboratories on it. Many travelers from Marketplace have noticed that this is quickly converting Tokyo into a minor version of the megaplexes. However, the extension is not without its problems. All of the monster rumors cited later in this book stem from sightings in Shinagawa.

PLACES OF NOTE

There are no major locations of note in Shinagawa other than the Takanawa Prince Hotel. It is a very upper class hotel that extends several stories, giving a beautiful (?) view of Tokyo.

YAKUZA ACTIVITIES

The Yakuza do not play much of a role in Shinagawa. This is primarily a corporate and research area for Kanawa. Therefore, their presence is not needed here.

MEGA-CORPORATIONS

Most of the corporations in Shinagawa are related to research in some way or another. Kanawa-owned laboratories include Toranaga Chemical, Irigawa Labs and Korubishi Plastics. Other notable corporations are Shori Hydroponics, Daisho Laboratories (Rauru) and Tokyo

Bay Research (Rauru). The remaining companies are tied to the construction or shipyard industries.

Standard Corporate Researcher

DEXTERITY 7

Dodge 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 10

Evidence analysis 13, find 12, trick 11

MIND 11

Science (biology, chemistry, or other) 14

CHARISMA 8

Persuasion 10

SPIRIT 8

Additional Skills: three at +1 adds

Possibility Potential: some (50)

Description: These researchers are loyal to whoever provides them with grants. They will attempt to flee if their research center is under attack.

YOKOHAMA

While not technically part of Tokyo, the southern bay area of Yokohama can be considered here. Yokohama City is the port into which Commodore Perry and his fleet sailed, so long ago. Their powerful naval vessels forced open Japan's ports for trade and allowed the West access to the treasures of the East. Yokohama was, at the time, the largest of the port cities that the Westerners dealt with. Yokohama prospered from the new trade and continues to today.

Since Yokohama is outside of the Tokyo prefecture, it is free from many of the problems that 3327 has been able to cause for non-Kanawa trade companies in Tokyo. Also, the southern bay is cleaner than the northern, and as a result, several of the northern fisheries have relocated to Yokohama to maintain their profitability.

Besides the marine business, Yokohama supports Yokohama Station, a large complex of department stores, office buildings and rail line terminals. Yokohama prides itself on its self-sufficiency and has become the primary location of many Rauru business headquarters.

PLACES OF NOTE

MM21: The Minato Mirai 21 was the site of the World Exposition in 1989. Minato translates to "port" and Mirai to "future," which has proven more or less true. The once vacant portion of Yokohama became a large commercial zone after the expo and a tourist section was developed just south of MM21.

Yokohama Park and Yokohama Stadium: This well-kept park is home to the Yokohama Taiyo Whales baseball team.

YAKUZA ACTIVITIES

The Yakuza control of Yokohama is limited to the immediate bay area. Rauru Block agents have kept their influence from spreading any farther into the city. The Yakuza maintain a presence along the bay with protection rackets and the largest smuggling industry in Japan. Fisheries that relocated from Tsukiji have often been fronts for Yakuza smuggling operations.

YOKOHAMA



KEY

1. Motomachi Shopping Street
2. International Cemetery
3. Yamate Museum
4. Minato-No-Mieru-Oka Park
5. Yamashita-Koen Park
6. Yokohama Doll Museum
7. Marine Tower
8. Hikawa-maru liner
9. Silk Museum
10. Yokohama Archives of History
11. Kanagawa Prefectural Museum
12. Chinatown
13. Sankeien Garden
14. Iseyama Shrine
15. Nippon Memorial Park
16. Sojiji Temple
17. Hantu, Limited
18. Shodan Metals
19. Kokoru Automotive

Since the Yakuza's hold is relatively weak here, Rauru agents hope to drive them out and use Yokohama as a weapon against Kanawa.

MEGA-CORPORATIONS

Although there are no Kanawa corporations headquartered in Yokohama, Rauru operations do share

space with Yakuza warehouses and Hantu Ltd. In Yokohama, the Rauru Block maintains the chief plant of Shodan Metals, a large division of Kokoru Automotive and several small subsidiaries.

Kesao Majima, Yokohama Governor

DEXTERITY 8

Dodge 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, scholar (politics) 13

MIND 10

Test 12, willpower 13

CHARISMA 11

Charm 13, persuasion 14

SPIRIT 8

Intimidation 10, reality (Nippon Tech) 10

Possibilities: 10

Description: Majima has proven a valuable ally. When we first approached him with proof that "Ryuchi Kanawa" was a High Lord, it confirmed many of his privately-held suspicions. He is now one of an ever-increasing number of government officials trying to undo what 3327 has done in the past few years.

MEGURO/EBISU/ GOTANDA

During the initial years of the Tokugawa Shogunate, the first line in the defense of Edo was a series of five temples dedicated to the Buddhist god Fudo. He was envisioned as a fierce warrior, pure and holy, who held sword and rope in his hands while flames rose up around him. Each of the temples was dedicated to a different aspect of Fudo and were named as different colored eyes. Meguro is the sight of the Black Eyes Fudo, the only one active today.

The Sons of the Wind presence in Tokyo is primarily located in and around the Black Eyes Fudo. From here, they quietly continue their fight to preserve Japan. They lead small raids from the shrine into the surrounding districts of Tokyo and then vanish into the shadows.

Perhaps even more telling than the injuries they cause 3327's interests is the fact that the shrine is located in the middle of his most secure area. Southwest Tokyo is home to many of Kanawa's top executives and more than a few Yakuza bosses. The inhabitants of Meguro earn an average of 30 to 50 times the income of any other resident of Japan.

Kanawa keeps the area clear of violence (from his end at least), maintaining both large Yakuza and police patrols in the area. The homes in Meguro contain surveillance devices more sophisticated than those that the once-proud Pentagon owned. But despite these measures, 3327 has been unable to catch Sons of the Wind members or even determine where they are attacking from.

PLACES OF NOTE

Black Eyes Fudo: Sons of the Wind controlled temple. It would require a tremendous effort on the part of either Kanawa or Rauru Block forces to penetrate the shrine.

YAKUZA ACTIVITIES

The Yakuza bosses are trying to determine the origin point of the Sons of the Wind raid. Aside from this, the Yakuza try to keep a low profile in Meguro. It would be very unpleasant for too much violence to erupt right next to their residences.

MEGA-CORPORATIONS

There are no mega-corporations located in this district.

Jyun Orihara, Sons of the Wind Leader

DEXTERITY 13

Acrobatics 14, dodge 15, martial arts 16, stealth 15

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Disguise 10, find 11, scholar (Buddhist philosophy) 11, tracking 11

MIND 10

Meditation 12, test 12, willpower 12

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 9

Faith (Buddhism) 10, focus 10, reality (Core Earth) 16

Possibilities: 20

Skill Notes: Orihara is a master of the Crys Flower and Ancient Shao-Lin disciplines, and knows the minor maneuvers of the Seda Chen style.

Equipment: ceremonial robe; nunchaka, damage value STR+5/16

Miracles: *bless, death of sound, detect deception, ghost walk, healing, purify poison, true vision, ward enemy*

Description: Jyun is the head of the Black Fudo sect of the Sons of the Wind. From here, he directs the most organized effort of the Sons in Japan. While many of the Sons have maintained their individuality in the effort against Kanawa, the Black Fudo have joined forces under his leadership.

CRYS FLOWER STYLE

Maneuvers

1. Minor — Block/Strike (training: Pebble Snatch)
2. Minor — Dragon Flight (training: Log Run)
3. Minor — Spring Attack (training: Cherry Blossom)
4. Minor — Lightning Fist (training: Rabbit Chase)
5. Minor — Heart Punch (training: Memory)
6. Major — Hail of Blows (training: Catch Pigeon)
7. Major — Whirling Attack (training: Blind Log Run)
8. Master — Cyclone Attack (training: Appreciate Sunrise)

THE DAILY GRIND

Thus far, Tokyo has been portrayed in basic black and white. This is because there is little left to the color that the city once had. 3327's manipulations have turned Tokyo into a city of grays, with the only color being produced by the brilliant neons of the Roppongi, Ginza and the other nightlife districts. There is a constant haze hanging over the city now — pollution reports are given on an hourly basis and when the wind blows in from the bay, everyone seeks shelter.

Nonetheless, life goes on in the city. Tokyo has dreams and despair. Tokyo has decay and dangers. Over twelve million people inhabit her mazes, struggling to survive in a world growing colder and more brutal with each day.

CLIMATE

Tokyo is most pleasant in the spring and fall. Spring is marked by a return to warmth (Tokyo winters hover around the freezing mark from late November to early March) and bring gentle rains that clean the air. Summers are frequented by the "three Hs:" hot (mid to high 80s), very humid, and hazy, the sort of weather only an edeinos could love. Summer is also the rainy season, when it has been known to rain everyday for a full month. In mid-July, after the rains stop, the temperatures soar, as does the humidity. Fall brings back the cooler temperatures once the typhoons pass. The humidity is washed away and the trees change colors in preparation for winter's chill. Tokyo's basic climate is that of a city along the United States' Atlantic Coast (prior to the arrival of Living Land).

Earthquakes are also a frequent occurrence in Tokyo. The islands that form Japan were pushed up by tectonic shifts and volcanoes which still tend to rumble a bit. Earthquakes (of a minor level) hit with such frequency that after a few weeks, most people fail to notice them anymore. Some tremors are smaller than those caused by large trucks moving through downtown.

However, scientists believe that sometime within the next decade a major earthquake will hit Japan. The Tokai earthquake is predicted to begin in Suruga Bay (about 62.5 kilometers southwest of Tokyo Bay) and spread outwards. Should it reach the city, its force would devastate Tokyo.

The last major earthquake to hit Tokyo was in 1923, where 74,000 people lost their lives and nearly 50 percent of the brick structures were destroyed. There are regular earthquake training classes for evacuation and first-aid. But despite these measures, it is still

expected that over two million people will lose their lives when the earthquake hits.

POLLUTION

As the Kanawa Corporation has successfully engineered the elimination of almost all of the major environmental regulations in Japan, Tokyo is now suffering from intense pollution of both the air and water. Mitsuyana Motors recently released a new line of cars which were devoid of exhaust reduction components and many factories are discharging waste fluids without prior treatment. Sulfur oxide, carbon monoxide and nitrogen levels in the atmosphere have drastically risen and the waters of Tokyo Bay have gained a very unpleasant aroma during the recent warming trend.

In addition to the damage done directly to Tokyo, the ozone has begun to decay above the city and higher levels of ultraviolet light are reaching the surface. Deterioration is occurring at a much faster rate than normal due to the nature of the chemical fumes discharged into

SHINAGAWA REPORT

Source: Suruga Earthquake Institute

Date: January 9, 1993

Researcher: Dr. Ito Ogawa

Recent measurements in the Tokyo Bay area have shown a significant increase in the number and magnitude of seismic tremors. The incidence of tremors measuring between 0.0 and 4.0 have nearly doubled within the last month, rising up to a total of nine versus the five recorded in November. They have also been increasing in strength. The last level 5.0 quake was registered in early April of last year, but there were a total of three tremors that exceeded that level in December, one approaching 5.6.

These build-ups in pressure may be connected to the extension built onto Tokyo Bay last year. The majority of the quakes appear to have epicenters directly beneath the extension.

In addition, water temperatures have risen in the immediate bay area. Average temperatures are four to seven degrees higher than normal for this time of year. It is quite possible that the construction in the bay area has loosened a volcanic pocket, from which gas is escaping.

I would like to recommend at this time a more detailed investigation of the sea floor off the Shinagawa district.

the air by Kanawa factories.

Skin cancer is on the rise among Tokyo's citizens and many have reported irritation of the eyes, nose and throat caused by a new type of smog. It is worst right after a rain shower (since the water reflects the ultraviolet rays back into the air) and less just before (since cloud cover reduces the ultraviolet that reaches the surface).

The Tokyo Weather Bureau has recently opened a new division to investigate and monitor the pollution problems. Most newscasts now include a feed from the bureau to detail the day's pollution class. Pollution in Tokyo is divided into five classes:

Class 1 — The lowest classification. This generally occurs right after heavy rain showers when the pollu-

tion is suppressed momentarily. This is the safest category and no protection is really required. Unfortunately, these levels are rarely enjoyed these days.

Class 2 — Standard pollution levels for a large city. Most urban sprawls have this degree of pollution, which clouds vision and may cause some breathing difficulty but is otherwise harmless.

Class 3 — Heavier smog and air pollution at this level causes problems for those with respiratory conditions. During rush traffic periods (early/mid-morning and late afternoon), those people are advised to wear breathers. Eye irritation is also a common complaint.

(Gamemaster Note: Characters with a *Toughness* of 7 or less suffer a +1 to the difficulty of all *Dexterity* and *Strength*-related actions while outdoors in a Class 3

THE KANAWA FILE

The following is a computer dossier compiled by Rauru Block security specialists, detailing what we know of 3327, alias "Ryuchi Kanawa," at this point.

ENTER SECURITY CODE 3327-R2361H712

SCANNING RETINA PATTERN. PLEASE STAND BY ...

RETINA SCAN COMPLETE. GOOD EVENING, KOKORU-SAN. ENTER COMMAND.

Access File: 3327.TXT

ACCESSING ...

Subject Name: 3327, aka "Ryuchi Kanawa"

Distinguishing Physical Characteristics: Facial scar, right cheek

Place of Birth: Donglin Megaplex, Marketplace

Current Place of Residence: Tokyo, Japan; Osaka, Japan; others, yet to be discovered

Status: High Lord, Nippon Tech realm; owner/chief executive officer, Ursan Industries, Marketplace; Kanawa Corporation, Earth; for further holdings, reference file 3327-28H9014

Biography: Kashi sources state that 3327 was born to 1901, then executive vice-president, Ursan Industries, and 5416, marketing associate, Ursan Industries.

Subject educated at Ursan Industries Educational Facility. Age 21, subject employed by Ursan Industries as junior marketing executive. Promoted 22, senior marketing executive; promoted 23, junior vice-president of operations; promoted, 24, executive vice-president of operations.

Cross-reference, Ursan Industries: Subject and employer, 2174, involved in Donglin riot. Rioters attacked vehicle, subject injured while protecting employer, suffering knife wound to face. Refused treatment.

Subject worked closely with 2174 on Soru acquisition. Computer records altered by 3327, so that loss to Ursan on deal exceeds 5 billion credits. 2174 commits suicide.

3327 is promoted to chief executive officer, Ursan Industries, as well as membership on Marketplace governing body, Triad.

Cross-reference, Triad: Group composed of CEOs of Ursan Industries, Misaki Computers and Shori Petroleum.

Subject authors Triad's First Article of Incorporation, stripping non-property owners of all rights under Marketplace law. Subject promotes accord with priests of Palan, then orders Marketplace Security to eliminate same. Over 5000 clerics killed in action.

At some point, 3327 discovers Darkness Device and begins invading other cosms. Nature of Darkness Device unknown.

Progress to Date: Japan, Taiwan known to be under 3327's domination. Portions of China, South Korea and California believed to be contained in the realm as well.

Close file.

FILE CLOSED.

alert. This applies only to characters not wearing breathers.)

Class 4 — People with respiratory difficulties are advised to wear breathers at all times, and to remain indoors during rush periods. It is suggested that everyone wear breathers during rush periods.

(**Gamemaster Note:** Characters with a *Toughness* of 9 or below suffer a +2 to the difficulty of all *Dexterity* and *Strength*-related actions performed during a Class 4 alert. This applies only to characters who are not wearing breathers.)

Class 5 — The worst pollution level. Air pollution and ultraviolet levels are so high that no one should venture outdoors, and if they do, they must have some sort of protection.

(**Gamemaster Note:** All characters not wearing breathers suffer a +5 to the difficulty of all *Dexterity* and *Strength*-related actions performed outdoors.)

CRIME

In addition to deteriorating physical conditions, Tokyo is faced with a declining social environment. Most of the problems involve Yakuza members. Before the days of the invasion, the Yakuza was a well-respected organization. They were loved as much as they were feared. Many citizens saw them as a necessary alternative to the police force. One could approach them with problems that required extralegal solutions.

The Yakuza were known for their code of honor and willingness to stand by their word. They rewarded loyalty and severely punished deception. Under their aegis, Tokyo was virtually devoid of random, violent street crime — the Yakuza did not allow non-Yakuza criminals to ply their trade in the city.

However, after the majority of the honorable Yakuza daimyos were purged in the period now known as "Bloody September," the system changed. The Yakuza turned their backs on the people and became 3327's paid enforcers. Gone were the days of the dependable protection organization — in its stead came a group of thugs and murderers who killed for pleasure and profit. Like 3327, Yakuza daimyos became concerned for little but the bottom line.

As a result, violence has soared. In the first month after 3327's takeover of the Yakuza, there were 54 gang-related murders and another 12 unrelated ones. These days, the Yakuza is heavily involved in corporate sabotage, assassination and extortion.

Protecting Tokyo against them now are large numbers of independent gangs (previously unheard of) and Shiki revolutionaries. They have turned Tokyo's districts into battlefields and harass Yakuza gangs on a regular basis. They wage a war of salvation for Tokyo.

Their domain is the west side. The districts of Shinjuku, Harajuku and Shibuya have all openly defied Yakuza influences and many independent gangs are uniting in a nationalist movement directed against the predations of the Yakuza.

The northeastern section of Tokyo, which has fallen prey to poverty, has been the site of the bloodiest battles. There the Shiki have joined with the *burakumin* to try and drive the Yakuza out.

Tokyo police have completely abandoned the north-



ern wards and expect the turmoil to continue for many months. The response that came to their minds when Rauru agents questioned them was, "What will happen when it's all over? Before we worked in a loose harmony with the Yakuza. Yes, they worked outside the law and we pursued them, but they also helped us by keeping everyone else in line. Now, that barrier has been removed. No one trusts the Yakuza anymore."

POLITICS AND GOVERNMENT

After pollution and crime, politics has the most impact on Tokyo's day to day living. Japan is governed by a Prime Minister and the National Diet (very similar to the President and the United States Congress). Both are located in Tokyo.

THE DIET

The primary legislative body in Japan is the National Diet. There are 467 members in the House of Representatives and 250 members in the House of Councilors. Together, they make up the policies and laws of Japan. At the head of the Diet is the Prime Minister.

At present, 3327 controls a significant number of legislators in both houses. In the House of Representatives, a total of 224 members either work directly for or are financed by the Kanawa Corporation. Ninety members of the House of Councilors also vote consistently in 3327's favor, giving him roughly 44 percent of the votes in both houses. With this large of a block, 3327 can get most of his legislation passed with few problems.

The Rauru Block controls approximately 23 percent of the vote with 45 Councilors and 120 Representatives. The remaining third of the Houses represent other special interest groups.

The Diet consists of six major parties, the largest being the Liberal Democratic Party. The LDP is responsible for 95 percent of the legislation that gets passed because they have not held less than 50 percent of the chairs since WW II. Most of the officials that 3327 has bribed are members of the LDP, which is why he has little trouble with the government.

The other political parties all generally oppose the LDP. They are (in decreasing size): the Socialist Party (Soc.), the Clean Government Party (CGP), the Communist Party (Com.), the Democratic Socialist Party (DSP) and the Social Democratic Association (SDA). These opposition groups receive most of their support from labor unions and special interest groups.

THE CABINET

The Prime Minister is elected by the Diet, and his duties includes the selection of the ministers and directors that form his cabinet. Japan's constitution states that half of the cabinet members must come from the Diet and half may be selected from elsewhere. Generally, the entire cabinet consists of Diet members, many of whom are members of the LDP.

Each minister has a great deal of power, being the head of an entire division of government. Their posts allow them to assign supervisors to special departments and thus place them in positions to receive favors from powerful groups and corporations who want a greater degree of influence over the government. In all, there are twelve posts:

PRIME MINISTER

Nominal head of the Japanese government, the Prime Minister enjoys a position akin to the US President. Unfortunately, the current Prime Minister, Tensaku Minato, has very little control over the government.

Minato received the post after a real estate scandal surrounding the previous Prime Minister forced him to resign. Minato has no strong faction backing him, but was placed at the head by the LDP on orders of 3327. This way, instead of controlling the Prime Minister directly and drawing attention to himself, 3327 was able to reduce the position to a puppet seat. The Kanawa Corporation instead relies on Foreign Minister Ito Oda to carry out its will.

Prime Minister Minato

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Evidence analysis 10, find 10, language (English) 10, scholar (law) 11, scholar (politics) 13, trick 10

MIND 11

Test 12, willpower 13

CHARISMA 9

Charm 12, persuasion 11

SPIRIT 8

Faith (Shinto) 9, reality (Nippon Tech) 10

Possibilities: 1

Description: Minato is an unremarkable politician who knows full well that the security of his position depends on his compliance with Oda. Should he openly oppose the Foreign Minister, 3327 will have him replaced by another puppet.

MINISTER OF FINANCE

With the coming of Nippon Tech, this became the most important position in the government. Finance Minister Daikichi Koiwa is responsible for the national budget and financial policies. He also administrates all of the banks and other financial institutions in Japan. Although we do not believe he works for 3327, he has helped implement many changes called for by the Kanawa Corporation. He generally makes a weekly appearance at the Nikkei Stock Exchange and is present at the Diet Building every Monday.

MINISTER OF INTERNATIONAL TRADE AND INDUSTRY

Another important post in 3327's eyes. This minister, Makoto Shimane, oversees the regulations dealing with industry, especially manufacturers and distributors. He has a great deal of influence over Japan's mega-corporations, and it's unknown whether he is currently under the control of 3327. His office is located in the Nikkei Stock Exchange building.

MINISTER OF FOREIGN AFFAIRS

Ito Oda, the current head of this department, is the highest cabinet member that we know of who is in the service of 3327. Rauru agents have witnessed Oda entering Kanawa Corporation vehicles and receiving payments. Through him, Kanawa can control other cabinet members. Oda is responsible for all diplomatic contacts with other nations.

Ito Oda

DEXTERITY 8

Dodge 9, fire combat 10, maneuver 9, stealth 10, unarmed combat 10

STRENGTH 7

TOUGHNESS 8

PERCEPTION 11

Evidence analysis 14, find 15, forgery 14, language (English) 12, language (French) 12, language (German) 13, scholar (Japanese history) 15, scholar (politics) 17, trick 18

MIND 12

Test 17, willpower 16

CHARISMA 11

Charm 14, persuasion 15, taunt 14

SPIRIT 9

Intimidation 13, reality (Nippon Tech) 14

Possibilities: 12

Description: Foreign Minister Ito Oda is the spokesman for the bribed Diet Members and the true head of the LDP. Ito is a 64 year old, heavy-set man, with a wife, three children and six grandchildren. In addition to his cabinet post, he works secretly as one of Kanawa's corporate heads. He enjoys the power that 3327 has given him, but does not trust him fully.

MINISTER OF CONSTRUCTION

Minister Izu Sato is the highest official that the Rauru Block has been able to influence. Through him, we have been able to stalemate Kanawa on legislation and slow down some of his building projects. The minister has a large budget which is divided among treasury investments, public utilities and building projects.

Izu Sato

Reality: Nippon Tech

DEXTERITY 8

Dodge 9, fire combat 9, unarmed combat 9

STRENGTH 10

TOUGHNESS 10

PERCEPTION 9

Evidence analysis 10, find 11, scholar (architecture)

13, scholar (politics) 11, trick 11

MIND 9

Test 12, willpower 12

CHARISMA 9

Charm 10, persuasion 11, taunt 12

SPIRIT 8

Intimidation 13

Description: Sato is a burly man who was a war hero and a construction worker. He is stubborn and has gotten in several loud fights with the other cabinet members. In one incident, he nearly came to blows with Ito Oda, but was pulled off by bodyguards.

The other ministers are: Minister of Postal Services; Minister of Justice; Minister of Agriculture, Forestry and Fisheries; Minister of Health and Welfare; Minister of Education; Minister of Labor and the Minister of Home Affairs.

THE EMPEROR

Under the current constitution, the emperor has no power over the Japanese government. This has been in effect since World War II.

Japan's previous emperor, Hirohito, was forced to renounce his claims of divinity and power to prevent the Japanese from rallying around him after the war. Today, the emperor is expected only to smile and be cheerful during public addresses. The speeches are carefully written for him by the Imperial Household Office and he is not permitted any free speech.

The current emperor, Akihito (Hirohito's son), rules in the Imperial Palace in Hibiya. He has not been as complacent about his role as his father. Although in public he does what he is told, he has been working secretly against many of the changes in government. His father's interests led Akihito to become involved in environmental movements. When 3327's laws began to



harm Japan, he began contacting rival corporations through his sister.

But his efforts to stop 3327 are moving slowly. He is aware of a Kanawa operative in his Household Office and must be careful about his plans. He recently has circumvented the spy in order to contact us. Working in conjunction with Rauru-friendly Diet members, Akihito may be able to effect some changes in Japan.

CLASS STRUCTURE

Japan's class structure is very similar to that of other industrialized nations, the only difference being the speed at which the gulf between the upper and lower classes is widening.

Upper Class: The upper classes in Japan are made up of the Kazoku and the corporate CEOs. The Kazoku are a social class descended from the noble houses of the late Tokugawa and Meiji eras. Long family histories and feudal estates have kept this class abundantly wealthy and surrounded with prestige. It is impossible to be "moved" into this rank; one must be a member from birth. Emperor Akihito is a member of the Kazoku.

The corporate CEOs have just recently (in the last

THOUSANDS OF JAPANESE BEING KILLED BY OVERWORK

TOKYO — Recent studies have shown that tens of thousands of Japanese workers are succumbing to *karoshi*, a stress-related condition related to the practice of overwork at the office place. The study, conducted by leading researchers at Meiji University, Tokyo, claims that nearly 25,000 corporate and other white collar workers will lose their lives in the next year as a result of this mental disorder.

Experts place the blame for the deaths upon the stress Japanese workers experience by supporting an overly aggressive trade market.

"Our country has become the major work force in the world today," Dr. Osamu Yahata said. "With many other countries in the midst of war with these bizarre invaders, it has fallen upon Japan to keep industry moving. And as a direct result, our people are dying just as quickly as those in the war zones."

Yahata went on to state that the average work week of a Japanese *sarariman* consists of 65 to 75 hours of office work and an additional 10 to 20 hours at home. This does not include the hour-long train rides many executives take to and from work.

Yahata finished, "If a solution is not found in the near future, even we will not be able to meet the demands the world's economy has placed upon us."

fifty years) been considered part of the upper class. As many people shifted away from traditional views of power and politics, sheer monetary wealth became a new mark of success. This class makes up less than 5 percent of the population, but earns well over one-third of the money.

Middle Class: Producing the goods and overseeing the companies through which the wealthy make their money is the middle class worker. Most of the population of Tokyo (and Japan) falls somewhere within this category. But over time, the definition of this phrase has shifted from "comfortably employed" to "still employed." "Middle class" has become the term used to describe those people who have been lucky enough to hold on to their jobs and a place to live.

The majority of the middle class is made up of the *sararimen* (or salarymen), the white collar executives. In Tokyo, the division between upper and lower middle class is denoted by where a *sarariman* lives and how much he spends on his housing. The lesser executives spend their lives huddled in small condominium apartments, rarely more than ten to fifteen minutes from Tokyo's downtown. The wealthier corporates have escaped (for the moment) the urban chaos and spend nearly half their income on small houses in the outlying prefectures of Chiba and Saitama.

Near the bottom of the scale are the independent shopkeepers. Once, they stood fully secure within the middle class, but under 3327's ultra-capitalism, they

have begun to lose both shops and homes. Small businesses, such as independent hardware shops, clothing stores and computer stores are losing ground to the giant underground malls that have been built since the invasion began. Many consumers are no longer willing to risk travelling above ground where pollution and violence reign. Instead they shop at the more convenient subway complexes or else remain at home where computer shopping can be done in a matter of moments. The result is store owners who are losing vast sums of money and can no longer afford the high rent (and extortion payments to the Yakuza) that Tokyo demands.

Lower Class: So where do those who drop out of the middle class end up? The lower class. Once, people could ignore the poor and the homeless — they simply stared straight ahead as the man in rags held out a hand for a few yen. They shut out the horrors and refused to believe that poverty might someday claim them, too.

But today, the poor can no longer be ignored. Unemployment figures are at an all time high of 13 percent and an additional seven percent barely make the minimum to support food and shelter in Tokyo. Those cold figures translate into almost two and a half million people and these numbers are growing at an incredible rate. Entire districts, such as Ueno and Asakusa, have already been consumed by homelessness and violence.

We may want to include these views of people in Tokyo. It will give them a better understanding of what 3327 has done.

— Ikuo

UPPER CLASS LIFESTYLE CASE STUDY: MR. KANEDA

Mr. Kaneda is the current CEO of Murano Trust Investment (located in Nihombashi). He is a relatively young chief executive, at 53. He nets a yearly salary of ¥350 million and supports a mansion in Meguro and a penthouse in Nihombashi. He also owns country houses in Karuizawa and Okutama.

His primary hobby is collecting rare art from foreign countries. Beneath his Meguro mansion is a large gallery of items purchased from France, England and the United States. He has also recently acquired (quite illegally) some Buddhist statues from India.

MIDDLE CLASS LIFESTYLE CASE STUDY: MR. TAIRA

Hitoshi Taira is a 33 year old *sarariman*. He is the chief clerk in Sakai Bussan, one of the larger trading companies in Japan. His annual income is less than ¥10 million and most of it goes to support a small apartment in Chofu. He lives in the two bedroom apartment with his wife and two children. His wife was also a minor clerk at Sakai Bussan, but quit when she became a mother.

Every morning he goes to work by train, travelling with several other executives to Tokyo, almost two hours away. He must catch the train at 6:00 a.m. and he works from 8:00 a.m. until 7:00 p.m. After work, he usually remains in Tokyo, going to client receptions



held in Ginza. He usually does not arrive back in Chofu until midnight or 1:00 a.m. Mr. Taira works between 300 and 350 hours a month.

LOWER CLASS LIFESTYLE CASE STUDY: TAIICHI UEMATSU

Every morning at dawn, Taiichi Uematsu goes to Ueno Station. There, along with many others, he waits for executives to pass by. Taiichi has been out of work for over 18 months now and must beg to feed his wife and child.

Afterwards, he returns to the deserted Iki Warehouse where they live. In a typical day, he will receive just enough money to get two meals of rice.

ADVENTURE HOOK

The Buddhist statues that Mr. Kaneda has obtained were stolen from a temple in India. One of the priests has contacted the Storm Knights through a temple in Tokyo. They claim that one of the statues has healing powers and should be returned to their temple.

The Storm Knights can attempt to break into Kaneda's mansion and retrieve the statues. The grounds of the estates are patrolled by a pair of Nurarihyon robots (see Chapter Seven). The mansion itself has guards and watchdogs at the entrances along with motion detectors at each window. There are a total of five guards at any one time.

Guards (5)

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 10, stealth 12, unarmed combat 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Disguise 10, find 9, tracking 9, trick 9

MIND 8

Test 9

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Intimidation 10

Possibility Potential: none

Equipment: SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; bullet-proof vest, armor value TOU+6/22

Once the Knights defeat the guards (or if they can circumvent them), they can make their way to the museum. It is also equipped with motion sensors and alarms. One is a silent alarm that is linked to the local police station.

If the Knights return the statues, the priests thank them for their efforts and bless them. The statues have no special properties.

CURRENCY

The basic monetary unit of Japan is the yen, symbolized by ¥. There are ¥1, ¥5, ¥10, ¥50, ¥100, and ¥500 coins. There are ¥1000, ¥5000, and ¥10,000 bills.

The "Yen-Dollar Conversion Chart" provides a rough conversion of yen to dollar, for those Storm Knights familiar with American currency only.

TRAVEL

The predominant means of transportation in Tokyo is the extensive rail system. Railroads radiate out from the circular Yamanote line, connecting the heart and the rim of Tokyo, downtowns and residential districts.

Yen-Dollar Conversion Chart

¥	\$	¥	\$
50	.36	4000	28.57
100	.71	4500	32.14
200	1.43	5000	35.71
300	2.14	6000	42.86
400	2.86	7000	50.00
500	3.57	8000	57.16
600	4.29	9000	64.29
700	5.00	10,000	71.43
800	5.71	11,000	78.57
900	6.43	12,000	85.71
1000	7.14	13,000	92.86
1500	10.71	14,000	100.00
2000	14.29	15,000	107.14
2500	17.86	20,000	142.86
3000	21.43	25,000	178.57
3500	25.00	30,000	214.28

Japan Rails (JR) is the largest railway company, running the Yamanote, Keihin-Tohoku, Chuo, Sobu, Keio, Yokosuka line and the Bullet Train (Shinkansen). Fares on the rail run roughly ¥50 per mile, the maximum being ¥120 yen.

The rails are an excellent way of travelling in Tokyo since all of the major downtown areas are connected to them, but they can be a bit crowded. The capacity of the trains cannot keep up with the rapid growth of Tokyo and everyone uses the rail. The worst times to use them are in the morning when the office rush is on. Evenings are a bit better with executives leaving throughout the night rather than all at one time.

THE MONORAIL

One of the problems with travel by railroad is the number of accidents. Demand has forced the municipal department to schedule more trains closer together, and consequently accidents are occurring more often.

The Kanawa Corporation is attempting to alleviate this problem by building a computer-controlled monorail system, similar to the ones said to be found in Marketplace. Their departure and arrival times would be carefully monitored to prevent accidents.

SHINKANSEN

The bullet train, known as *shinkansen*, connects major cities throughout Japan. The name *shinkansen* means "the new trunk line" in Japanese. Prior to the invasion, its top speed had been about 300 kph (speed value 12). But the new technology brought by Kanawa has increased its maximum speed to 600 kph (value 14).

The only downside to riding this train is its noise. At this speed, it generates a high-pitched whine that has warranted several complaints by residents along the line.

The bullet train's only stop in Tokyo is at Tokyo Station (in Nihombashi). The station links three separate train lines. The Tokaido-Sanyo extends to the southwest and connects Tokyo to Yokohama, Nagoya, Kyoto,

Osaka, Hiroshima and Hakata in Kyushu. The north-west line, Jyoetsu, connects Omiya, Takasaki, and Niigata. The final line is the Tohoku line which runs to Omiya, Utsunomiya, Sendai and Morioka, all north of Tokyo.

The bullet train is a convenient mode of travel for people who work in Tokyo but are forced to live as far as 300 kilometers away due to housing costs.

SUBWAYS

Below the city lies another large network of rail lines, many of which service areas that the surface lines do not. There are currently 10 subway lines in Tokyo and more are under construction. Fares run between ¥140 and ¥270 and the lines are open between 5:00 a.m. and midnight.

Besides the public service they provide, the subways are important to the government. The Yurakucho line has been rebuilt with a secret tunnel that leads to a nuclear fallout shelter. The line connects the Kanawa building, the National Diet Building and the Metropolitan Police to the shelter. Although we have learned of the tunnel's existence, we have not yet been able to determine its location.

ROAD TRAFFIC

Road traffic (buses and taxis) is a bit easier than rail traffic because you can ride to more specific locations, but it is also a bit more unreliable. The major problems are in waiting for the transportation and the travel time. Road traffic is much slower due to the congestion present in Tokyo.

At rush hour, people can easily walk faster than a car can move through Tokyo's streets. Illegal parking has become rampant because there are very few lots left and rush hour expressways are jammed with thousands of cars coming in and out of the city. At peak times, it may take as much as an hour to travel a single kilometer or two.

The other problem is just navigating through Tokyo's streets. The city is laid out in such a way that one wrong turn can force you to spend hours trying to get back on to your original. Foreign drivers are notorious for getting lost, ending up in a back alley and then calling a taxi driver to help them escape. Storm Knights are advised to find a taxi driver who knows the city well and put him on retainer for the duration of their visit.

(The streets of Tokyo provide substantial modifiers in chase scenes. Any Storm Knight who is unfamiliar with Tokyo suffers a +2 to the difficulty of *land vehicles* checks during a chase. A driver who knows his way around receives a +2 bonus to *land vehicles* totals.)

THE DRAINS

There is a fourth means of travel other than the railways, subways, or roads: the drains. Along the subways, there is an equally complex system of sewer drains and water pipes that can allow someone to escape pursuit.

The drains are large enough to allow a man-sized person (or creature) to move through them easily. And

LANGUAGE

The language of Japan is, of course, Japanese. We do not know what the native language of Marketplace is called, although it does not seem too dissimilar from our own. Japanese characters are called *kanji*, and their unique appearance can make it difficult for foreigners to learn the language.

Presented below are some common terms Storm Knights should know if they are planning to visit the realm of Nippon:

Japanese Words and Phrases

Good morning	Ohayo gozaimashu
Good afternoon	Kon-nichi-wa
Good night	Oyasumi-nasai
Hello	Haro
Goodbye	Sayonara
I'm sorry	Sumimasen
Thank you	Domo arigatoo
Please	Doozo
Yes	Hai
No	I-ie
Foreigner	Gaijin
Japanese person	Nihonjin
Japanese language	Nihongo
Do you understand?	Wakarimasu ka?
I don't understand	Wakarimasen
Where?	Doko desu ka?
When?	Itsu desu ka?
How much?	Ikura desu ka?
Train station	Eki
Airport	Kuukoo
Subway	Chika-tetsu
Bus	Bus-u
Taxi	Takushi
Airplane	Hikooki
Train	Densha
Bullet train	Shinkansen
North	Kita
South	Minami
East	Higashi
West	Nishi
Left	Hidari
Right	Migi
Straight ahead	Massugu
Far	Toi
Near	Chikai
Street	Dori
Now	Ima
Later	Ato de
Today	Kyoo
Tomorrow	Ashita
Day after tomorrow	Asatte
Which day?	Non nichi desu ka?
Day	Hiruma

Morning	Asa
Night	Yoru
Afternoon	Gogo
Saturday	Doyoobi
Sunday	Nichiyoobi
Monday	Getsuyoobi
Tuesday	Kayoobi
Wednesday	Suiyoobi
Thursday	Mokuyoobi
Friday	Kinyoobi
January	Ichi-gatsu
February	Ni-gatsu
March	San-gatsu
April	Shi-gatsu
May	Go-gatsu
June	Roku-gatsu
July	Shichi-gatsu
August	Hachi-gatsu
September	Kyuu-gatsu
October	Juu-gatsu
November	Juuichi-gatsu
December	Juuni-gatsu

Japanese Numbers

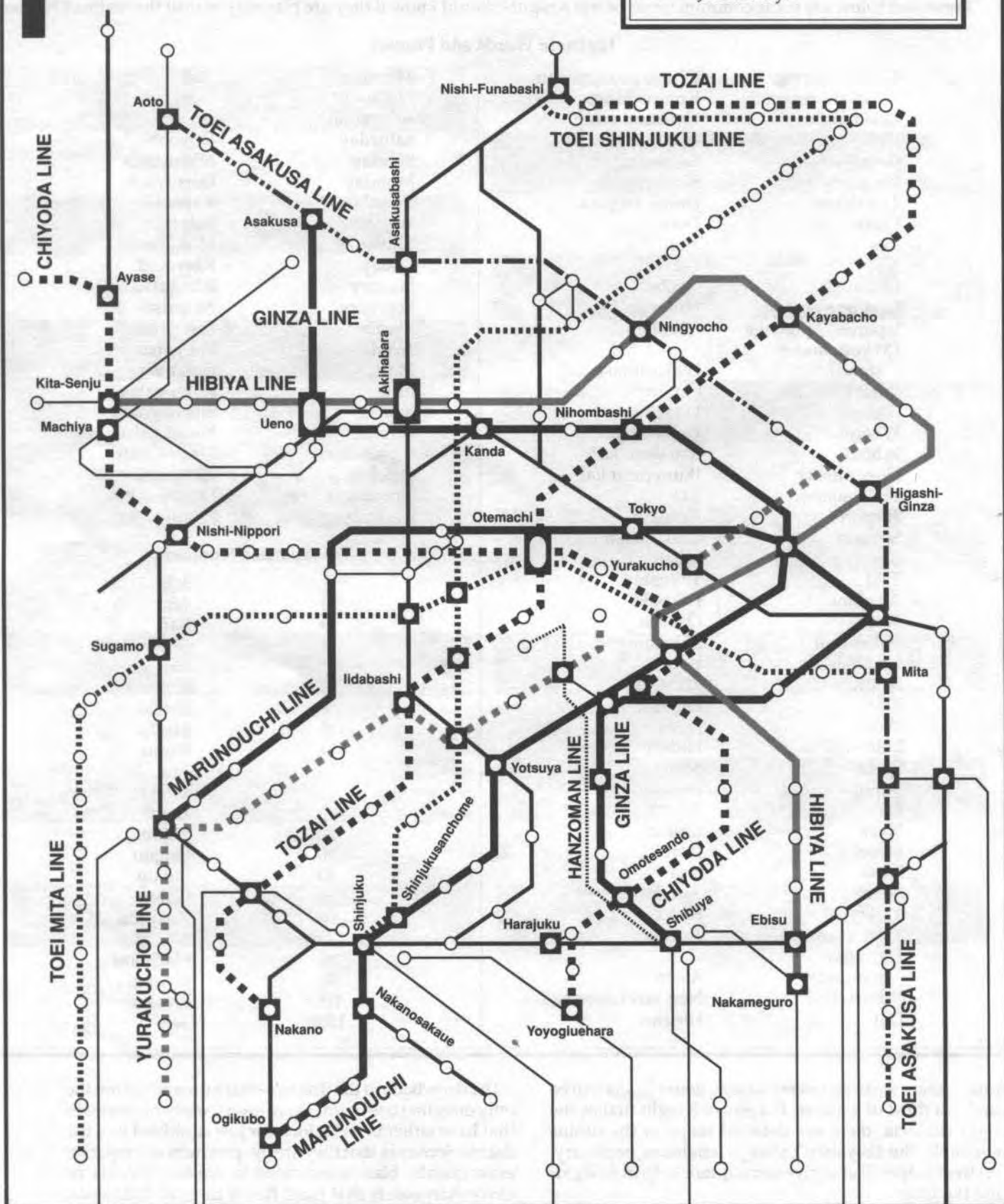
1	Ichi
2	Ni
3	San
4	Shi
5	Go
6	Roku
7	Shichi
8	Hachi
9	Kyuu
10	Juu
11	Juuichi
12	Juuni
20	Nijuu
30	Sanjuu
40	Shijuu
50	Gojuu
60	Rokujuu
70	Nanajuu
80	Hachijuu
90	Kyuujuu
100	Hyaku
1000	Sen

unless there was a recent rainstorm, water levels will be under a third of a meter. If a Storm Knight makes the right contacts, there are detailed maps of the drains available. But they aren't always reliable or necessary. A street map will also give some minor help in navigating the labyrinth.

The drawback to the drains is that humans are not the only ones that use them. There are a variety of creatures that have either been let loose or just stumbled into the drains. Some say that they are by-products of corporate experiments, bizarre reactions to waste products or Orrorshan beasts that have flown in from Indonesia.

TOKYO SUBWAY SYSTEM

- Junction stations to subways
- JR railways



Regardless of their origins, they are all dangerous, and those using the drains should beware of them.

Giant Rats

Reality: Nippon Tech

DEXTERITY 11

Dodge 13, maneuver (12), stealth 14, swimming 12, unarmed combat 12

STRENGTH 8

Climbing 10

TOUGHNESS 8

PERCEPTION 9

Find 13, tracking 12

MIND 6

Test (15)

CHARISMA 4

Charm (25), persuasion (25), taunt (11)

SPIRIT 7

Intimidation 15

Possibility Potential: none

Natural Tools: teeth, damage value STR+2/10

Sewer Tendrils

Reality: Orrorsh

DEXTERITY 13

Dodge 16, maneuver 15, stealth 14, unarmed combat 17

STRENGTH 15

TOUGHNESS 12

PERCEPTION 12

Find 12, tracking 15, trick 15

MIND 4

Test 16, willpower 15

CHARISMA 5

Charm (10), persuasion (10), taunt (15)

SPIRIT 9

Faith (Orrorsh) 10, intimidation 17

Possibility Potential: none

Note: Ignore multi-action penalties for the first four attacks against a single enemy.

Weakness: none

True Death: immersion in salt

Description: Sewer tendrils were unknowingly transported to Tokyo on a cargo vessel from Orrorsh. Sewer tendrils are creatures comprised of four to eight strands, each topped with a red eye, which attack by entangling prey and strangling it. They may also attempt to drown prey in the drains, and have been known to reach into housing pipes and emerge from plumbing fixtures.

If they cause a wound or better with an *unarmed combat* attack, they have hold of their victim and can attempt strangulation. They will do damage equal to their *Strength* each round until removed. A *Strength* total of 15 is required to free oneself from sewer tendrils.

MEDIA

After the government, the most powerful organization in Japan is the mass media. Most would even argue that it is more powerful than the government. While the Diet can pass laws, it is the media that determines to a great extent how they are presented to the people and

whether they will ultimately be accepted as just.

The media in Tokyo has been a tool of both 3327 and the Rauru Block. Both factions have used it to wage war against the other. 3327 utilizes his contacts to quiet rumors of his invasion and turn the public against his enemies. We in the Rauru Block have been using it for the opposite means, sponsoring programming on independent networks that point out some of the obvious signs of invasion, without attempting to promote a full-scale panic.

The insidious subtlety of 3327's invasion has made it extremely difficult to prove that one has actually occurred. Technological growth is attributed to Japanese talent, and any questions are lost in a surge of national pride. Pollution is blamed upon the population growth and the boom in industry as a result of the other countries' invasions. Sabotaging 3327's assault on Japan was relatively easy compared to trying to prove one was actually taking place.

TELEVISION

Television is by far the most popular mass medium. Nearly every member of the middle and upper classes, 80 percent of the population, has at least one television in their apartment or home, and even some among the lower classes have managed to keep theirs. The JR trains are equipped with a public access and commercial television network. For those that can't bear to miss their favorite shows or news reports, there are hundreds of brands of portable televisions on the market.

There are six major television corporations in Tokyo:

Nippon Broadcast Association (NBA): The NBA is the state-run broadcasting company in Japan, as well as the country's largest television organization. Every cable service must include NBA as part of its basic package and the government receives a ¥3,000 subscription fee from each viewer every month. Since there are over 40 million televisions in use in Japan, this alone generates close to ¥120 billion in revenue every month. And this figure does not take into account the advertising revenue generated by NBA.

NEWS BRIEF

"Good afternoon, this is NBA at Noon. Among the headlines this morning are several reported sightings of a giant sea creature along the Shinagawa bay district. We take you downtown live to Mefuo Yamashita. Mefuo ...?"

"Thank you, Jan. I am reporting here live from the Shinagawa district where there have been numerous 'monster' sightings yesterday and this morning. Apparently, residents began calling sometime after 6:00 p.m. last night after supposedly witnessing a large sea creature emerge from the waves. People I've talked with have described it as 'a giant sea turtle spouting flames from its limbs,' 'a nine meter long sea serpent' and a 'six meter tall lizard walking upright.'"

"Jan, I personally have seen nothing in the hour that I've been here. I think these people have just been watching too many old Gordanra movies."

"Thank you, Mefuo. And now to Akira with our medical report ..."



The Rauru Block's major concern about the NBA is in regard to its programming. Since it is state-run, we believe that it also has strong ties to the Kanawa Corporation. News reports tend to be skewed in favor of "Ryuchi Kanawa," and editorials run daily decrying the hardships caused mega-corporations by environmental regulations, deploring the violence of the Shiki and other gangs, and strongly protesting the actions of "foreign vigilantes" (i.e., Storm Knights).

The NBA is located in Shibuya.

Nippon Broadcasting Company: Also known as NBC or TV Nippon, this is another large network which we know to be Kanawa-affiliated. It is also carried by most systems and is a subsidiary of Ichi Entertainment.

Fortunately, TV Nippon is not as heavily pro-Kanawa (despite Ichi's ownership) as NBA. TV Nippon is primarily a sports and entertainment network with only two news programs, one in the morning and one late in the evening. However, it does generate a good deal of revenue that goes into 3327's coffers.

TV Nippon operates out of the Ichi Entertainment studios in Shibuya.

Yamato Television: This is the largest network currently affiliated with the Rauru Block. It is privately owned by the *Nichi Shinbun* newspaper and receives financial support from Rauru Block companies. Its more serious programming is aimed at an adult audience with drama shows predominating.

Yamato TV is located in Harajuku.

Tokyo Television: Tokyo TV is another privately

owned network. It runs fourth in the ratings and features light comedies, action movies, talk shows and game shows. However, its attempts at raising its ratings by exposing government corruption have met with resistance.

Tokyo TV is now under financial siege by 3327, who plans to take over the network and dismantle it. Rauru Block agents have infiltrated the executive ranks and are attempting to block the takeover.

Tokyo TV is located in Shinjuku.

Tozai Television: Tozai Television, located in Roppongi, is the most hostile to both the Kanawa and Rauru Block companies. Tozai has a very aggressive programming structure that supports anti-government and anti-corporate broadcasting. Angry editorials blatantly name names in saying who is responsible for everything from global warming to increased violence to government corruption. Tozai has very few friends among the upper echelons of Tokyo and they have made no attempts to rectify this.

What they have done instead is persistently resist attempts at infiltration or intimidation. Tozai TV supports its own security force which has, on numerous occasions, blocked Yakuza and Service Branch operations against the station. Spies sent undercover are generally exposed within a week. At the moment, we have no positive leads to the network's ownership, but we suspect that it is somehow connected to Hantu Ltd.

Nikkei Broadcasting Station: Nikkei (NBS) is the newest and smallest of the networks headquartered in

TYPICAL TELEVISION

NBA Tuesday

0:00 - 6:00 Off-Air
 6:00 - 8:15 NBA Morning Wide
 (news, features)
 8:15 - 8:30 What Your Name Is (drama)
 8:30 - 9:30 Good Morning Journal (financial news)
 9:30 - 10:00 With Your Mother (children)
 10:00 - 10:05 Weather Report
 10:05 - 10:30 Cooking For Today
 10:30 - 11:30 The Woman's Report (talk show)
 11:30 - 12:30 NBA at Noon
 12:30 - 13:00 What Your Name Is (repeat)
 13:00 - 13:50 The Hotline (telephone call-in)
 13:50 - 14:00 Afternoon Weather
 14:00 - 14:50 Corporate Commentary (news)
 14:50 - 15:00 Tuesday Today (news briefs)
 15:00 - 15:30 Saio-Ga-Umo (drama)
 15:30 - 16:00 Sumo (relayed)
 16:00 - 17:00 Sports Forum
 17:00 - 17:30 Little House (American drama)
 17:30 - 18:00 Horry the Ghost (animation)
 18:00 - 18:30 District News
 18:30 - 19:00 Tokyo Night News
 19:00 - 19:30 National News
 19:30 - 20:00 The Hotline
 20:00 - 21:00 NBA Special
 "Japan Under Siege: Violence in Los Angeles"
 21:00 - 22:00 News 21 (news, commentary)

22:00 - 22:45 NBA Documentary,
 "A Refugee From the United States"
 22:45 - 23:59 Open Forum (public editorials)

Yamato TV

0:00 - 6:00 Off-Air
 6:00 - 6:45 Morning Information (news, weather,
 events)
 6:45 - 8:00 Zoom In (news talk show)
 8:00 - 8:30 The Skippy the Edeinos Show
 (children)
 8:30 - 9:00 Look, Look (variety show)
 9:00 - 9:30 Red Destiny (soap drama)
 9:30 - 11:30 The Samurai (movie/drama)
 11:30 - 12:30 Tokyo Today (news)
 12:30 - 12:45 Weather
 12:45 - 13:00 Editorial
 13:00 - 15:00 Speak Your Mind (call-in show)
 15:00 - 17:00 World Ski Cup (sports)
 17:00 - 17:30 My Mummy is 14 (children)
 17:30 - 18:00 Lupin III (animation)
 18:00 - 19:00 News Plus One
 19:00 - 21:00 Yakult Swallows Baseball Report
 21:00 - 22:00 Do You Know Him? (historical
 documentary)
 22:00 - 22:30 The Dangerous Cops (drama)
 22:30 - 23:59 GoodNight Tokyo (news)

Tokyo. The NBS is a subsidiary of the *Nikkei Shinbun* (the Japanese *Wall Street Journal*) and operated by the Nikkei Stock Exchange. NBS is primarily a financial and news-oriented station, a combination of the Financial News Network and the Cable News Network. It will also occasionally present information on fashion and entertainment, usually on the weekends when the exchange is closed.

The NBS broadcasts out of the Nikkei Stock Exchange Building in Nihombashi.

NEWSPAPERS

Although TV is by far the more powerful medium, the newspaper is still quite popular. Since most executives ride the trains into work each day, the newspaper fills that time with needed information.

There are two major types of newspaper in Japan. First, there are the national newspapers, which relate most of the important world and national events that have occurred recently. These are text-intensive papers that contain features, editorials, politics and financial news.

The other papers in Japan fall into the local news category. These tend to be lighter, more human interest-oriented papers. The local papers generally contain only news on the prefecture they are produced in and contain special events, sports and other daily life news. Most families subscribe to one national paper and their local paper.

In Tokyo, there are seven major newspaper, or *shinbun*, companies. *Maiasa Shinbun* and *Tokyo Shinbun* are the local papers and the remainder are national.

Nikkei Shinbun: The *Nikkei Shinbun* is a national financial paper with circulation that spans the globe. Nikkei's computers contain a huge database with tremendous numbers of statistics on every major and most minor corporations around the world. Nikkei employs more than a thousand reporters that are assigned to monitor each company's stock market values, market strategies and product development. They garner a great deal of respect, often getting exclusive interviews with corporate CEOs.

The newspaper's reports remain mostly unbiased, despite the fact that both 3327 and the Rauru Block have people working within the newspaper's offices. From there, they have access to the database and can use the inside information to begin or prevent various financial maneuvers.

COMPUTER INFORMATION SERVICES AND BULLETIN BOARDS

One of the most frequently-used resources in Japan is the personal computer. Gigabytes of information are entered into computers everyday and the people that control them rule the world, for all intents and purposes. Since Tokyo is the information capital, there are literally hundreds of computer services and computer bulletin boards in operation. Each bulletin board is linked to thousands of users that keep track of mail, news, and data libraries. Corporate bulletin boards often contain news on recent products.

Oimachi Net: The Oimachi Net is a non-profit BBS run by a single private person. The BBS originally started with people living in the Shinagawa area and was intended to be a base of conversation for local news.

However, as its popularity increased, it began to serve all of Tokyo. The net currently services close to 20,000 active users and produces upwards of 250,000 messages per day.

Recently, a Storm Knights' discussion group opened up on Oimachi. Storm Knights were given a free forum to discuss the events of the Possibility Wars. One Storm Knight group recently used the net to spread a glory seed. As a result, the Oimachi Net has gone underground and is constantly on the move. Every few days, it shuts down for about an hour and then resurfaces in a new location. The new phone number is distributed through other BBSs and calls restart. Kanawa agents have been unable to catch the operator known only as "Uncle Lem" and has assigned a special task force to seek him out. Rumors abound that Uncle Lem is a member of the Kashi group opposing 3327 in Nippon.

If you wish to join the net, watch other local boards, as his number generally appears three to four times every week.

Kawara-VAN: Kawara-VAN, one of the largest commercial nets in Japan, is run by the Omi Electronics corporation. It has about two million users scattered all across Tokyo. The Kawara-VAN provides for its users news services, several database services, a huge on-line shopping mall, multi-player on-line games and hundreds of special interest discussion groups (SIGs).

The SIGs range from motor sports, animation, science fiction, role-playing and technology. News on the system is provided by the *Tokyo Shinbun* and the *Nikkei Shinbun*. Since Kanawa controls Omi Electronics, administrators on the Kawara-VAN censor all messages before they are released to the board.

We suggest joining this Bulletin Board only if you wish to be recognized by Kanawa.

Majin Net: Another private computer network is the Majin Net. This BBS is devoted to the downfall of the Possibility Raiders and is frequented by large numbers





of hackers, many from the Cyberpapacy. The term Majin means "demon," which is an accurate description of the computer group.

We have been unable to determine the origin of this board. We are even uncertain as to the truth or falsehood of its existence. Our only proof comes from messages we have received from people claiming to have contact with the net, messages which include data our own hackers have been unable to gather from Kanawa-aligned companies.

ENTERTAINMENT

Closely linked to the media, especially television, is the entertainment industry. Entertainment in Tokyo wears many guises. The fine arts include the traditional ones of Haiku, flower arrangement, the tea ceremony, Kabuki, Noh and many others. Contemporary arts are made up of the trappings of popular culture. Rock music, karaoke, movies, and animation all fall within the contemporary arts.

TRADITIONAL ARTS

For the culturally elite Storm Knight, Tokyo offers several diversions. Haiku, a Japanese poetry form, came out of the late Tokugawa and Meiji periods. The verses produce emotions very similar to those evoked by Victorian Romantic poetry.

Each poem is very short, containing only 17 syllables written in a 5-7-5 or similar meter. The language of the haiku is not important. They are capable of being written in any language, because what is important is the invocation of an image or emotion through simplicity. The words are simply the means to that end. Any Storm Knight who is proficient in haiku would receive

a great deal of respect from the Japanese.

An example of good haiku (as determined by Basho, the master of haiku poets):

Red pepper pods/Add wings to them/and they are dragonflies.

Another Japanese artform that is familiar to Western Storm Knights is Ukiyo-e or Japanese painting. The most famous examples of these are Hokusai's views of Mt. Fuji and Hiroshige's *53 Stages on the Tokaido Highway*. While most Japanese arts remain subtle, Ukiyo-e revels in its beauty, color and gaudiness. Many of Tokyo's museums house examples of Ukiyo-e.

Another flamboyant Japanese art is the Kabuki Theatre. It is one of three forms of classical theatre in Japan (the others being Noh and Bunraku) and is by far the most popular. The Kabuki is a colorful combination of acting, dancing, singing, and spectacle, representing scenes from the three major styles of play acting: Jidaimono (historical), Sewamono (domestic tragedy), and Shosagoto (dance).

The scenery and props are elaborate and the costumes are rich and bright. Stage assistants called *Kurogo* (hooded and dressed in black) and *Koken* (dressed in traditional formal wear) are employed to help the actors. While they are present on the stage, they are considered to be invisible, human props to the main actors.

The main actors are the center of the play. The roles are almost always filled by male actors (even the female roles) and require intense physical training and abilities. A Kabuki actor must stamp, pose and show off his splendor to epitomize the physicality of the theater. Kabuki is even more emotionally draining than Western Opera.

Futabatei, Kabuki Actor

DEXTERITY 10

Acrobatics 12, dodge 12, long jumping 11, maneuver 13, melee weapons 11, missile weapons 11, running 12, unarmed combat 11

STRENGTH 10

Climbing 11, lifting 12

TOUGHNESS 8

PERCEPTION 9

Language (English) 11, scholar (classic literature) 11, scholar (Japanese art) 12

MIND 9

Artist (kabuki) 14, artist (song) 12

CHARISMA 11

Charm 14, persuasion 12, taunt 12

SPIRIT 10

Reality (Nippon Tech) 11

Possibilities: 10

Description: Futabatei is the current star of the Kabuki. His performances in reenactments of Storm Knight struggles have won him tremendous honors and a place in theatre history. Futabatei is also a Storm Knight, who utilizes his powers to spread the tales of glory brought to him by other Knights. Because of his popularity with the public, 3327 dares not strike out at him.

MOVIES

This modern wonder has quickly overcome the more traditional Kabuki as Tokyo has Westernized. Movies have a much larger appeal, with their special effects and ability to portray life more "realistically" than stage-bound theatre can.

In the '60s and '70s, Japan's filmland churned out hundreds of B-grade martial arts movies, rubber-suited monsters and assorted cheap action flicks. Japan's movies mostly hit the United States as weekend kung-fu marathons. Only a handful of directors, like Akira Kurosawa, ever received any serious acclaim.

In the '80s, Japan tried to take itself more seriously. Animation houses in Tokyo began producing some of the most beautiful combinations of cell animation and computer technology ever seen. Many of these, like *Akira* and the *Dirty Pair*, were as popular with American comic readers as they were with Japanese audiences.

The '90s has seen another golden age for Japanese movies. When Hollywood was all but shut down by the appearance of the Living Land in the Western United States, Tokyo movie companies picked up the slack. Out-of-work movie directors and writers fled California and sought out jobs in Tokyo. Soon, the industry was rolling once again.

The Kanawa Corporation also had a hand in aiding Hollywood. After a bridge was dropped into Sacramento, Kanawa agents helped Delphi Council soldiers drive edeinos out of Hollywood. Afterwards, 3327 bought up large plots of the city at very low prices. Ichi Entertainment's movie studios were set up in Los Angeles and 3327 financed the next wave in motion pictures.

The most popular movies these days are ones based

upon the Possibility Wars. Some of the more popular efforts have included "The Space Gods Must Be Crazy," "The Spectre of Fauchal," "Net Wars 2013," "The Saars are All Right," "Dr. Zap Strikes Back," "Fortress of the Dead," and "I Was a Teenage Techno-Demon."

COSMICLAND EAST

The new year saw the opening of Cosmicland's second theme park. The new park, under the name Cosmicland East, opened its doors in Iidabashi on January 4th.

Visitors entering the eastern gate begin their excursion in TechWorld. This section is filled with with arcades and other high-tech toys for the children. Parents can watch movies in the Ichi Theater Complex. TechWorld also features a Mitsuyana Motors Monorail station, who generously donated the prototype Tri-M monorail that extends throughout the park.

Moving westward, visitors cross the stream that circles the theme park and enter World of the Ancient Orient. The stream is filled with *koi* (Japanese fish) and the remainder of this section is filled with old imperial houses, recreations of junk boats and reminders of what beauty the Far East held before industrialization.

To the south of the Ancient Orient is CreatureWorld. This area houses many of the amusement rides of Cosmicland East, the most popular being the Werewolf Wheel, which apparently changes visitors into an actual werewerecreature on the ride up and then back to their original self on the ride down. CreatureWorld also features the Puppeteer Playhouse and Kenlaur Keep, a frighteningly real haunted house.

West of CreatureWorld is PulpWorld. Visitors are treated to spectacular displays of weird science and pyrotechnics performed by actual Nile heroes. Professor Furiouso's air shows begin hourly and should not be missed.

In the center of Cosmicland East is the CyberWorld learning facility. Educational groups may book tours of CyberWorld, where researchers from the Cyberpapacy can show children the wonders of modern medical technology. CyberWorld also features one of the first virtual reality network systems. Children can select from a variety of program options and enter fantasy worlds of their own design.

Back in the north, across the Cosmicland stream from CyberWorld, is FantasyWorld. FantasyWorld features a variety of underground tunnels that contain giants, trolls and orcs. Above the dungeons, Ayslish knights perform daily mock tournaments in the Queen's Court. Kids can also enjoy water fun in recreations of Viking longships on the "Fjords of Norway" ride.

On the far western edge of the park is the Living Land Zoo. Visitors are advised to stay on the monorail as it passes through the zoo, showing them a variety of dinosaurs and other beasts from the Living Land and the Land Below.

Akashans can visit their homeland in the final exhibits located south of the zoo. A recreation of the South American rain forests and Aztec temples make up JungleWorld.



NIGHTLIFE

Amusement parks and movies are pleasant diversions in between missions, but the true attractions of Tokyo are found after dark. Brilliant neon signs light up the night once the sun sets and dirty gray buildings take on whole new personalities. The dull roar of daytime traffic is replaced by the heavy back beat of Tokyo's club scene.

HARAJUKU

Fashion slaves start the night off early in Harajuku. Stars like Kiria Yoshida draw the young crowd in right after dark. The most popular of the clubs in Harajuku is Club Noir, where rock sensation Motohiko Sakano sings.

Motohiko Sakano

DEXTERITY 9

Acrobat 10, dodge 11, running 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Language 12, land vehicles 13, scholar (pop culture) 13

MIND 13

Artist (musician) 16, test 14, willpower 14

CHARISMA 8

Charm 12, persuasion 10, taunt 9

SPIRIT 9

Intimidation 10, reality (Nippon Tech) 11

Possibilities: 7

Description: Motohiko is one of the top stars in the Japanese rock scene. He is known to dislike television and other visual media and relies on live appearances to bolster his CD sales. Huge numbers of fans flock to wherever he may be playing.

Motohiko is also an agent of the Kashi, who often slip coded messages into the lyrics of his songs. It was he who first passed the news to us that Ichi's Los Angeles operation was in serious trouble.

ROPPONGI

Roppongi's nightclubs are both more violent and more popular than those in Harajuku. Tokyo's punk movement is based here, best represented by the Club Berlin's headliners, Instruments of Sterilization.

GINZA

Ginza is mellow compared to Roppongi, but it is still very energetic. The majority of the patrons in Ginza tend to be older than those in Harajuku or Roppongi and they are generally either corporate executives, government officials, or Yakuza members partying just as much for business as for pleasure. The current stars in Ginza are the Five Stars and Howling Steve.

Tak Upreti

DEXTERITY 9

Flight 12, maneuver 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Find 10, scholar (US pop culture) 10, trick 11

MIND 12

Artist (musician) 14, survival 14, test 13

CHARISMA 9

Charm 11, persuasion 10, taunt 10

SPIRIT 8

Reality (Nippon Tech) 10

Possibilities: 4

Natural Tools: tentacles, damage value STR+4/12; flying pump, speed value 11

Equipment: Yamaha synthesizer keyboard

Description: Tak Upreti is the leader of the Five Stars, a stalenger rock band. They have dubbed their particular style of play "floating metal." Percussion and guitar positions are also filled by stalengers. The lead singer and sax player is an edeinos biker named Eddie. On back-up is a trio of benthe that really play to the crowds' emotions.

The Five Stars were a garage band playing the L.A. scene until the invasion by the Tharkoldu. About the same time as the violence broke out in L.A., the Five Stars made an appearance at a battle of the bands and signed a contract with Ichi Records. Ichi then brought their new recording stars to Tokyo where they successfully stormed the charts. Their first album, which contains the current #1 song, "Ride The Dinosaur," has sold over 15 million records in less than six months. They are currently on a goodwill tour raising money for L.A.'s homeless.

Howling Steve

DEXTERITY 12

Dodge 13, maneuver 14, running 14, stealth 13, unarmed combat 16

STRENGTH 12

TOUGHNESS 14

PERCEPTION 11

Scholar (US pop culture) 13, test 9, tracking 12

MIND 6

Artist (disc jockey) 12, willpower 12

CHARISMA 5

Taunt 8

SPIRIT 10

Intimidation 12, shapeshifting 13, reality (Orrorsh) 11

Possibilities: 7

Natural Tools: claws, damage value STR+2/14; teeth, damage value STR+3/15

Equipment: Omi Electronics laser karaoke and stereo sound system

Description: Howling Steve is another popular Storm Knight club artist. He specializes as a D.J. and runs one of the most spectacular karaoke set-ups. It is accompanied by a magical light show performed by his Ayslish companion, Sorcerous Stan.

SPORTS

No discussion of Japanese culture would be complete without touching upon sports, and no discussion of sports would be complete without mentioning baseball. Although it is America's national pastime, it has been absorbed completely into Japanese culture, as have so many other Western icons.

Tokyo's current home teams are the Yakult Swal-



lows and the Yomiuri Giants of the Central League and the Nippon Ham Fighters of the Pacific League. Next season, the Tsukiji Mariners will be added to the Pacific League.

The Swallows play their home games at Jingu Stadium in Shinjuku. The home field for both the Giants and the Fighters is Tokyo Dome in Iidabashi. The Tsukiji Mariners' home field will be in the Tokyo Bay Dome, which is currently under construction in Tsukiji.

Other teams relatively nearby are the Lotte Orions, the Seibu Lions, and the Yokohama Taiyo Whales. The Lotte Orions play in Kawasaki Stadium, located in Kawasaki City between Tokyo and Yokohama. The Seibu Lions' homestands are in Seibu Lions Stadium, Tokorozawa City. Tokyo fans of the Lions can ride the Seibu Sayama rail line to Tokorozawa just northwest of Tokyo. And the Whales call Yokohama Stadium home.

SUMO

As a sport, sumo wrestling has proven extremely attractive to Tokyo's gamblers. The game has relatively simple rules: two contestants square off in a five-meter dirt ring and attempt to push, grapple, throw, or in some way force their opponent out of the ring.

National tournaments often pit opponents whose combined weight is in excess of half a ton. Tournaments in Tokyo are held at the Kokugikan arena in Ryogoku in January, May and September. Each wrestler's abilities are gauged by the thirty sanctioned sumo stables and then match-ups of similar wrestlers are arranged.

The Yakuza use these wrestling reports to post odds. Last September's tournament, which featured the Sumo Grand Champion match, netted over ¥700 million for the Yakuza. If you can determine which wrestler the Yakuza is backing, your bet is relatively safe.

MARINERS RECEIVE AN INTENTIONAL WALK

SEATTLE, WA — The Seattle Mariners baseball team will be moving to Japan for next season, the club's new owners announced today.

Telco Corporation had given American baseball officials until October 31st to include the Mariners in their proposed schedule for next season. When the deadline passed without comment from the American League, Telco went ahead with its plans to bring the Mariners to Japan.

Reached for comment, AL president Barry Lewis stated, "At this time, we cannot in good conscience include the Seattle Mariners in our schedule for next season. The Pacific Northwest remains under the domination of Baruk Kaah, and sadly there is little hope that the franchise will be able to play in their home park this year.

"It is unfortunate that Telco has decided to move the team, but they must act in what they perceive to be their best interests. Given the circumstances, I will recommend that the commissioner's office take no action to stop the move."

Telco has announced that they will relocate the Mariners to the Tsukiji district in Tokyo. Plans are already under way for the development of a new domed stadium that will be constructed in time for their spring opener next year. The team, who will now be called the Tsukiji Mariners, will sport white and sea blue home jerseys and sea blue and gray away uniforms.

MARTIAL ARTS

This examination of daily life in Tokyo is concluded with a look at the martial arts. Nearly every form in existence is performed in at least one *dojo* (martial arts school) in Tokyo. More of a cultural heritage than a sport, thousands of practitioners study for years to master maneuvers associated with the various disciplines. Some of the more popular styles include Shao-Lin, Tai Chi, Aikido, Karate, Jujutsu (unarmed combat styles) and Kendo (Japanese sword fighting).

Any Storm Knight who wishes to train in these styles can find several well-reputed schools through scanning newspapers and phone directories. Other, more private, schools can be found with a bit of research and investigation. The best place to start such a search is in Hibiya Park, where Sons of the Wind gather.

POWER GROUPS

Included in this chapter are details on what agents of the others realms are doing in Tokyo at present. It is important to note that the war in Tokyo is not restricted to the Rauru Block vs. the Kanawa Corporation. Many other groups are involved with the battle, including stormers loyal to other High Lords.

We have attempted, in each entry, to provide as much information as possible on extrarealm activity in Japan. In some cases, we were unable to gather very much data. But we would like to take this opportunity to thank Jekara, our Tharkoldu liaison, for communicating with his fellow techno-demons and getting them to share their knowledge and ally with us against 3327.

Yeah, right. Like you skeks had much choice. We'll see what happens.

— Jekara

(Gamemaster Note: Statistics for the characters mentioned below can be found in Chapter Six, "Gamemastering in Tokyo.")

AYSLE: LIGHT AND DARK

PURPOSE

Refugees from the war in what was once Great Britain, battered remnants of the Army of the Light, make up the majority of the magic realm's citizens currently in Tokyo. They have been working with Palanic priests and other spiritual leaders to determine a means to drive the Dark from their land.

Although we are uncertain just who is running Dark Aysle at the moment, trade agreements between that regime and the Kanawa Corporation remain in effect.

SIZE

The Ayslish Embassy reports that there are some ten to fifteen thousand Light refugees living in Tokyo. The number of Dark Ayslish in the city is unknown.

HISTORY AND RESOURCES

Having little need for technology (save for some dwarven tinkers) and little aptitude for industrial espionage that does not involve fireballs and lightning bolts, there has been only very minor contact between Aysle and Nippon. Prior to his downfall, Uthorion had negotiated a deal with 3327, trading North Sea oil

drilling rights for weaponry. The Kanawa Corporation was also known to have made an arrangement with Pella Ardinay, but the status of that contract is unknown at present.

ALLIES/ENEMIES

The Ayslish embassy is closely aligned with the Sons of the Wind and the priests of Palan. This has, predictably, made for chilly relations with 3327. The Dark Ayslish maintain a strong relationship with the High Lord, particularly since hostilities have erupted between them and the Cyberpapacy. The Dark agents are believed to be headquartered among the rubble of Asakusa.

CONTACTS

Storm Knights may contact the forces of Light at the Ayslish Embassy, located in Roppongi. Their ambassador is Bran MacReady, and he is believed to be a Storm Knight.

THE DELPHI COUNCIL

PURPOSE

The Delphi Council primarily deals with 3327 for aid against the forces of the Living Land. Their stated purpose is victory in the Possibility Wars, but their love of subterfuge and the brutality of their methods has done more harm than good.

SIZE

Concrete figures are not available, but we believe the Delphi Council employs tens of thousands of espionage agents and may well control large portions of the US military. They are known to be active in every nation hit by the wars.

HISTORY AND RESOURCES

Delphi Council Director Ellen Connors began negotiations with representatives of the Kanawa Corporation shortly after the war began. It is unclear whether the Council knew at that point that 3327 was a High Lord, though we have reason to suspect that they did. Baruk Kaah was seen as the more immediate threat at the time, so Delphi made a deal with the Devil.

Since that time, the alliance has remained in place



despite Nippon's incursion into California. Again, 3327 benefits from the presence of a more easily identifiable enemy in the Tharkoldu and an unwillingness of the Americans to reject any potential ally, no matter how untrustworthy.

Storm Knights who work with us are advised not to make trouble with the Council. It is simply a complication we do not need at the moment.

ALLIES/ENEMIES

The Delphi Council is known to be allied with the Kanawa Corporation. They have not begun any talks with Rauru companies because Kanawa's support has been more than adequate up to now. The Council has come into conflict with agents of Baruk Kaah, Jean Malraux, Dr. Mobius and the Tharkoldu. Their current relationship with the Akashans can best be described as strained.

CONTACTS

The Delphi Council's chief administrator in Japan is Maj. Charles Moreland. His offices in the US Embassy are open between the hours of 8:00 a.m. and 3:00 p.m., Tuesday through Friday. The embassy is located in Nagatacho.

BLACK LOTUS

PURPOSE

Harassment of the Yakuza. Members of the Black Lotus gang also support the Japanese nationalist movement.

SIZE

At last count, there were 36 members of this gang, but they get new recruits at a rate of three to four per week. Their base is located in Shinjuku Chuo Koen Park, Shinjuku.

HISTORY AND RESOURCES

The Black Lotus gang formed around the Black Lotus karate dojo located next to the park. When their leader, Taizou Mishima, became a Storm Knight, they were given an opportunity to battle the forces of 3327. Mishima has led his students to numerous victories against the Yakuza.

As far as we can tell, the Black Lotus has no major financial backer. Their activities require little in the way of funding and they do not actively seek it. But they have accepted small donations from outsiders who share their desire that 3327 be toppled.

ALLIES/ENEMIES

The Rauru Block has a non-aggression pact in place with the Black Lotus. While we strike out at corporate targets in the financial markets, they strike at them in the real world. Their primary opponent remains the Yakuza.

CONTACTS

The Black Lotus is led by Taizou Mishima. He is willing to accept new members into its ranks if they have demonstrated a true love for Japan as it once was.

THE KATANA

PURPOSE

The Katana are an independent gang enjoying their first taste of freedom from Yakuza domination. The Possibility Wars, to them, are simply an excuse for senseless violence.

SIZE

The Katana full combat strength is 75 members, although at any one time there are generally only 40 active. Their chosen territories are the clubs in Roppongi.

HISTORY AND RESOURCES

The Katana surfaced after the incidents of "Bloody September." They are indicative of the sort of gang that the Yakuza was able to control before the days of the invasion. Independent punks were either inducted into the ranks of the Yakuza or they were intimidated into submission. But when leadership changed among the Yakuza, several smaller gangs suddenly appeared. They cruise the streets committing assaults, robberies and murders, with little concern for the Kanawa Corporation, the Rauru Block, or anything else.

ALLIES/ENEMIES

These sort of gangs have no allies and are their own worst enemies. Street toughs are just as likely to be taken out by other toughs as they are by the Yakuza because of their lack of leadership. However, the Katana's principal enemies are the Tokyo Liberators, who are attempting to unite the independent gangs into one force, as the Posse did in Los Angeles. As an anti-establishment gang, the Katana go out of their way to mess with the Liberator's plans.

CONTACTS

We do not recommend contact with the Katana. They are little better than juvenile delinquents out for a few thrills. But if you must, check out the Hard Rock Cafe in Roppongi. They can be found there wearing their street colors, a leather jacket with a black sword set against a red rising sun.

TOKYO LIBERATORS

PURPOSE

In contrast to the disdain the Katana have for the system, the Tokyo Liberators are attempting to win over the masses and lead them in an effort to retrieve Tokyo from 3327.

SIZE

The Tokyo Liberators consist of several smaller gangs and enjoy some corporate support. Some of our Operations Arm and Service Branch members serve as Liberator volunteers. Their total strength is roughly 3000 members.

HISTORY AND RESOURCES

The Tokyo Liberators began as a small group of independent executives who had lost their jobs, casualties to 3327's overhaul of the Japanese economy. They wanted to gain some degree of revenge, so they began to mimic the Kashi and set-up a computer network to sabotage their former companies. After a few months, they were contacted by a former Yakuza leader who had escaped "Bloody September." He also wished to get back at his old organization, but lacked the resources to do so.

Thus was born a strange alliance between *saraimen* and gangster. The latter would supply the troops that the organization needed and the executives would manipulate bank databases to provide it with initial capital. Once they got started, they would attack the Yakuza and Kanawa affiliates for additional funds.

This system has worked marvelously. The executives now make more than they did previously and it all comes from the coffers of the man who fired them. The crimelord has struck back at those who have tarnished the Yakuza name. Slowly but surely, this group has begun to garner public support.

We estimate that the Liberators' activities generate as much money as a small corporation, roughly ¥70 million per month. All of it is poured back into their operations to reclaim Tokyo.

ALLIES/ENEMIES

The Liberators have many allies. Their muscle is supplied by independent gangs who wish to see the Yakuza fall. Their brains are supplied by corporate executives, many of whom work for Rauru companies as well. We do not object to this since both of our groups are working toward a common goal.

CONTACTS

Any contact with this group must first come through one of the smaller gangs. Only when a Storm Knight convinces them of his honorable intentions does he get an audience with the Yakuza chieftain. The Liberators have never divulged the identities of their corporate executives or sponsors, nor shall we do so.

HANTU, LTD.

PURPOSE

Continual exercise of free trade with both Core Earth groups and invasion forces throughout the world.

SIZE

We cannot accurately determine Hantu's numbers. We do know that their Yokohama warehouses employ close to 75 black marketeers and guards. We do not know how many agents they employ outside Japan, but we expect the total is quite high (several hundred, at least).





HISTORY AND RESOURCES

Hantu Ltd. is a mysterious organization. They appeared shortly after the formation of our own group, and while we aimed to halt the predations of the Kanawa Corporation, Hantu seemed in it only for the profit. They are one of the world's largest dealers in illegal arms, and it is even rumored that they have gotten into the Race slave trade.

The most troubling aspect of all this is that we have been unable to discover the source of their wealth. As far as we know, 3327 has been no more successful than we at penetrating this mega-corporation.

ALLIES/ENEMIES

Hantu does not have any real allies or particular enemies — everyone basically despises them. Core Earth groups are opposed to them because they sell to the High Lords. High Lords are attacking them because they sell to the Core Earth groups. Nevertheless, the bottom line is that their goods sell, and that is what counts to them. Despite the efforts made by numerous factions, they seem in no danger of going out of business.

CONTACT

Having been unable to infiltrate ourselves, we do not know who a Storm Knight would contact within this group.

THE RAURU BLOCK

PURPOSE

Our organization has been formed for the sole purpose of seeing 3327 driven from Japan.

SIZE

At present, the Rauru Block is led by two mega-corporations, Shodan Metals and Kokoru Automotive, along with two score of subsidiaries. Other notable sponsors include various Storm Knight liberation groups and Japanese loyalists. We do not accept aid from any group associated with a High Lord.

Shodan and Kokoru employ over 100,000 people and their subsidiaries employ another 300,000. Most of these sararimen are not active combatants in our war, beyond the fact that they contribute to our revenue.

The Operations Arm has grown from 150 members to about 250 and the Services Branch now has 75 independent agents. We do not wish to add too many to these key groups because of the risk of betrayal from within. Money is quite a powerful commodity and can sway many people from the righteous path.

HISTORY AND RESOURCES

The early days of the Rauru Block were relatively uneventful. Without any conclusive evidence that an invasion had taken place, we confined our activities to the floor of the Nikkei. We were certain that some sort of intrigues were taking place in the government, as various companies were being arbitrarily released from restrictive trade agreements. Our organization was formed after extensive research traced many of these

changes to the Kanawa Corporation, which itself used to be the relatively small Hechiro Electronics.

Ise Samayura, one of our founders, was the driving force behind this investigation. Prior to the invasion, he had been planning the purchase of a small electronics firm that also dabbled in munitions. He planned to buy the company and, with the Cold War winding down, sell off the munitions division.

Events conspired to delay this deal, and when he looked again at the firm after the start of the Possibility Wars began, he found that it had undergone a transformation. Now it was known as the Kanawa Corporation, and the arms division had become Hachiman Arms. Both factories put themselves out of buyout reach by increasing their market values tenfold, so Samayura withdrew his offer to purchase the companies.

But the Kanawa Corporation drew attention to itself again a short while later. Hama Kokoru, CEO of Kokoru Automotive, encountered the skyrocketing firm when Kanawa acquired and reshaped the rival Mitsuyana Motors Corporation. This greatly annoyed Kokoru, who began an investigation into Kanawa. What he discovered was a minute trail of potentially illegal and certainly unethical business practices on the part of the Kanawa Corporation. Kokoru had been able to determine that Kanawa was somehow involved in the recent turmoil among the Yakuza and the bribing of several Diet members.

He reacted to this by sharing his information with Samayura. Together, they noticed several other factors that seemed to indicate Kanawa was hiding something. Hachiman Arms had been able to secure every major munitions contract with Egypt, France and the United States, the three largest arms buyers in the Possibility Wars. They also noticed that previously undiscovered technologies were being incorporated into Kanawa

products. It became clear that, whether he was an invader or simply the tool of one, Ryuchi Kanawa had to be stopped.

They contacted a few other corporate CEOs and formed the Rauru Block, with the intention of keeping Japan's from being irreparably damaged by Kanawa's actions.

Things changed radically when the CEO of a previously unheard of mega-corporation, claiming to be located in "Marketplace," contacted us. He passed to our agents a computer file that revealed "Ryuchi Kanawa" to be a High Lord who planning to "drain this maelstrom market of its capital before heading to the next."

Suddenly, many things made sense. Today, the Rauru Block has become more open in its resistance efforts. We no longer need worry about the justice of our actions and have gained a surprising amount of support from the general public. It appears that we were not the only group to suspect an invasion from the first.

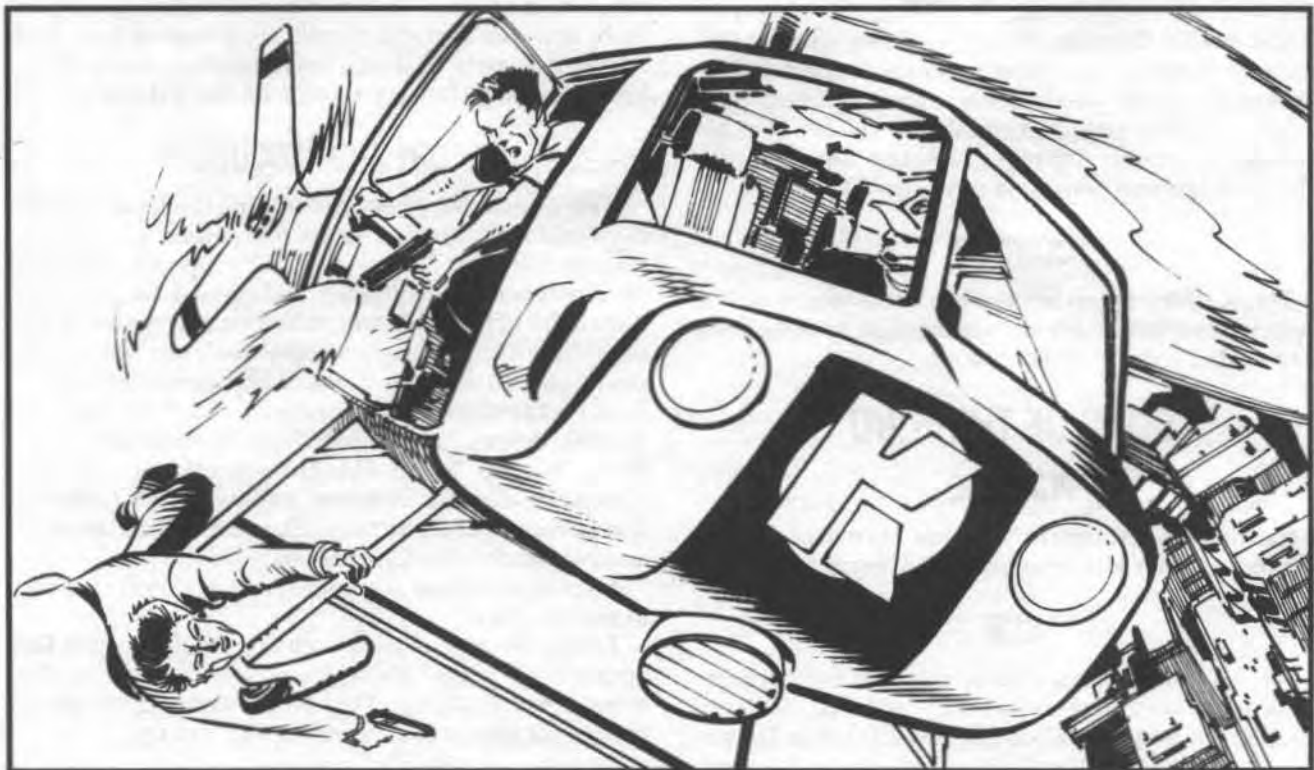
ALLIES/ENEMIES

We prefer not to name our allies here, as it might unduly jeopardize their lives. Suffice it to say, they are many, and their loyalty fills us with gratitude.

Our enemies, unfortunately, are also numerous. The biggest threats come from Kanawa and the Yakuza, but we have also had disturbing encounters with the Delphi Council, the Cyberpapacy and Hantu, Ltd.

CONTACT

Storm Knights seeking employment are advised to go through Kazuo Kojima, our Operations head. Those Knights with corporate ties are encouraged to contact the offices of either Mr. Samayura or Mr. Kokoru.



SCARLET DRAGON SOCIETY

PURPOSE

A fiercely nationalistic society dedicated to the eradication of all things not Japanese.

SIZE

The exact size of this organization is unknown, but its strength is unquestioned. Members have demonstrated great skill in the martial arts.

HISTORY AND RESOURCES

The Scarlet Dragon Society is an ultra-radical organization devoted to the preservation of Japan. They are tied directly to the old Tokugawa leaders, having been a secret assassination guild employed by the Shogunate. When the government fell, they went into hiding to prevent their execution at the hands of Western imperialists.

In late April, the sect resurfaced with the massacre of several Brazilian dignitaries. Initially, we believed that they were Kanawan assassins, but a few weeks later they led another violent attack against some of the High Lord's operatives.

The sect is built around the idea that the Japanese spirit is in need of purification. They are fiercely patriotic and are attacking anyone with ties to groups or nations outside of Japan. We do not know how they are funded but it may be that they have a cache of Tokugawa period artifacts and have sold some to support themselves. All of the Scarlet Dragons have an identifying dragon tattoo across their body and use Tokugawa-era weaponry.

ALLIES/ENEMIES

The Scarlet Dragons do not have any allies at this point other than a few Japanese Storm Knights. Before an individual is allowed into their inner sanctum, he is required to take part in a ritual that verifies that his heritage is entirely Japanese. Anyone who is not a *nihonjin* (Japanese person) is considered the enemy.

CONTACT

The Scarlet Dragon Society has no set contacts, but we have seen them most often in the vicinity of the Sons of the Wind temples in Hibiya.

SONS OF THE WIND

PURPOSE

Continual resistance to 3327 and his machinations. Support of other Japanese nationalist organizations.

SIZE

We have had contact with members of their organization who claim there are less than 1500 total members in Japan. Of those, between 200 and 250 are in Tokyo.

HISTORY AND RESOURCES

The Sons of the Wind are another Core Earth group that has come to the defense of their reality. They descended from their mountaintop retreats at the start of the invasion and have joined forces with us and other nationalists against 3327.

Their resources are supplied by shrines that support their actions. Many of the shrines also serve as refuges for group members.

ALLIES/ENEMIES

The Sons of the Wind are currently allied with us and the Tokyo Liberators. They have additional allies among Storm Knights and other anti-Kanawa groups. Among their primary enemies are the legions of ninja who serve the High Lord.

CONTACT

The Sons of the Wind in Tokyo often gather in Hibiya. Visitors are advised not to attempt to steal up on their meetings, but to announce their presence immediately upon arrival, lest misunderstandings and violence ensue.

YAKUZA

PURPOSE

Provide assistance to 3327 in his efforts to dominate Japan and the world, through their iron grip on the underworld of this and other nations.

SIZE

Within Tokyo, the Yakuza consists of over 2000 high officials, mid-level lieutenants and street gangsters. Note that this figure is significantly higher than that reported elsewhere, which did not include many of the low-level gangs loosely allied with the Yakuza.

HISTORY AND RESOURCES

The Yakuza have been controlling the Japanese underworld since the time of the Shogunate. Each major area (in this case, Tokyo) is ruled by a *daimyo*. Beneath him are several *underdaimyos*, and beneath them are the remainder of the gangsters. In Tokyo, Haragawa-san is the *daimyo*. His primary *underdaimyos* (and their associated districts) are: Ichi Yamada (Aoyama-Central Tokyo), Ni Yamada (Asakusa and Ryogoku-Northeastern Tokyo), Asami Santo (Ikebukuro-Northwestern Tokyo), Yoshio Tokai (Meguro-Southern Tokyo). Haragawa directly oversees activity in the financial and government districts of Nihombashi, Marunouchi and Nagatacho (Eastern Tokyo).

Each *underdaimyo* is responsible for various actions in their districts:

Drugs: Ever since the Dutch and English began the opium trade in the Orient, drugs have been abused by members of all classes. The narcotics trade is currently the largest source of revenue for the Yakuza.

Sokaiya: The Yakuza maintains a strong connection to the mega-corporations through the stockholders' meetings. Japanese corporate law requires that every company holds a stockholders' meeting within three months of settling their annual accounts. These are usually held in late spring since accounts are cleared in March.

The Yakuza plays a large role at these meetings as *sokaiya*, a term for people that threaten corporate policy through their shares. And since intimidation is the Yakuza's normal stock in trade, corporations often find themselves forced to follow their lead.

Blackmail: With the extent of telecommunications today, no executive can completely avoid leaving a trail if he is involved in illegal actions. The Yakuza, with 3327's help, then use these records to extort enormous sums of money from the executives. Failure to pay can result in exposure, forced corporate slavery (they must work for 3327 for little or nothing), or death.

Illegal Gambling: After narcotics trafficking, this is the most profitable business for the Yakuza. Their gambling operations include high stakes card games and fixing national sports. A very frequent victim of event-fixing is sumo wrestling. Many of the wrestlers' stables are now owned or co-owned by Yakuza interests. This is a multi-billion yen operation for the organization.

Protection Rackets: The Yakuza still continue their traditional protection rackets. Originally, the Yakuza were paid protection money by business and home owners to keep the streets free of violence that might cause damage or decrease property values. These days, store owners pay protection to keep the Yakuza from destroying their establishments.

Jiage: The *jiage* are the Yakuza's real estate ventures. When Kanawa or Yakuza companies require space for expansion, they send in the street gangs to increase violence, cause property damage and scare the owners into selling for ridiculously cheap prices.

ALLIES/ENEMIES

The Yakuza maintain an alliance with 3327 in return for generous compensation. It is unknown whether the rank and file of the mobs know that their *de facto* leader is a High Lord, but siding with him has made enemies of many groups that previously supported the Yakuza.

CONTACT

The easiest way to contact the Yakuza is to destroy one of their properties. Afterwards, you can expect a visit within a day. If you wish to be slightly more subtle (and safer), most of the nightclubs in Tokyo are frequented by Yakuza members.

TOKAI STRONGHOLD

The Yakuza stronghold in Meguro is run by Yoshio Tokai as a training facility for new recruits and older ones requiring reeducation.

Tokai's own house and an office building from which he conducts business are included on the grounds,

We refer interested Storm Knights to the description of Tokai's training stronghold in Meguro. If it could be destroyed, it would severely impact the Yakuza in a number of ways:

1. They will lose a fairly large cache of weapons;
2. This is their primary training facility. If several young recruits could be killed or captured, the Yakuza's ranks would be lessened;
3. Lastly, it may cause some degree of infighting. Since Meguro is more luxurious than the rest of Tokyo, there is bound to be fighting over the territory.

Ichi Yamada was stuck in Aoyama for some transgressions in the reformation. He was given the chief underdaimyo position out of respect, but Aoyama is not exactly good territory. His brother, Ni, is also likely to fight him over the Meguro district. There will also be some fighting over the fifth underdaimyo position should Tokai be killed.

Storm Knights who wish to pursue this matter are advised to contact the Tokyo Liberators for more information.

— Kazuo

along with a live-in dormitory for the new recruits and a separate training facility. Armaments are stored in the house itself. A small waterway encircles the entire complex inside a wire fence on the perimeter. The fence sits between two hedge lines (one interior and one exterior), which makes visibility and access difficult.

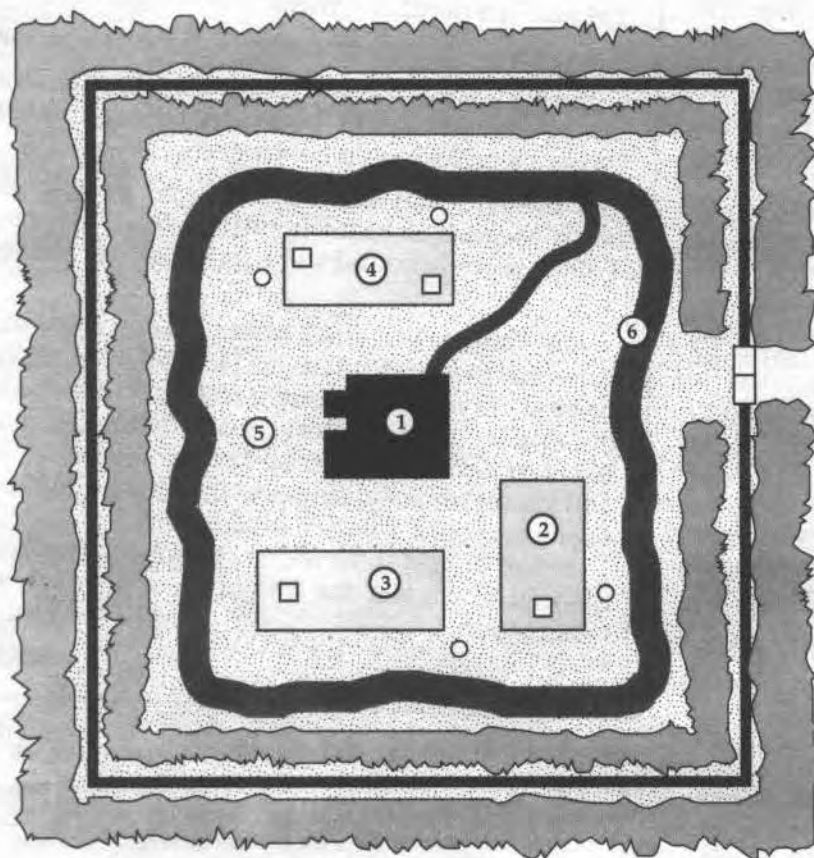
Aside from the active guard patrols (placed at multiple random intervals to prevent a detectable pattern), the complex maintains several robot defenders. There are a total of eight Kappa water robots that provide the first line of defense in the waterway. Two are assigned to each side. Just inside the water ring on both sides is a Nurikabe wall robot to prevent direct heavy weapons attacks. Finally, aerial protection is provided by five Ittanmomen, one for each building except the dormitory, which has two.

There are additional motion sensors and high tech surveillance devices throughout the complex. (*Stealth* totals of 18 are required to get past these.)

Training takes place constantly, much like on a military base. Trainees are put through rigorous courses in hand to hand fighting, street tactics, and fire combat, along with classroom training in the basics of business. After training, each candidate accompanies an older Yakuza on actual missions, generally against Shiki members or other gangs where deadly force will be required. If they pass, they are presented to their new underdaimyo, who then determines their assignment. Failure means death.

Note: Yakuza training has become much more militaristic in tone because of constant fighting with Storm Knights and other resistance forces. Gone are the days of independent punks vying with each other to sport

YOSHIO TAKAI'S STRONGHOLD



KEY

- 1. Yoshio's home
- 2. Offices/meeting center
- 3. Training facility
- 4. Dormitory
- 5. Exterior training grounds (targets and obstacle course)
- 6. Protective moat (2 Kappa per side)
- Nurikabe robots
- Ittanomen robots

the Yakuza's "colors." Today, the Yakuza demands complete obedience from all members.

SERVICE 7

PURPOSE

Corporate espionage against non-French firms — in Japan, this includes both Kanawa and Rauru Block companies.

SIZE

Service 7 utilizes a handful of trained saboteurs to infiltrate Japanese companies. Our best estimate places their strength in Tokyo at 35 agents.

HISTORY AND RESOURCES

Service 7 was a division of the French Secret Service prior to the Possibility Wars. It was resurrected by the Cyberpope after a series of corporate moves against his realm depleted his finances. He has placed most of the blame on Kanawa and his allies, but trusts no one.

ALLIES/ENEMIES

Service 7 requires no allies. It is an autonomous espionage group with spies in both our plants and those of the Kanawa Corporation. We have discovered two of these agents and have tried to rectify the situation with the CyberFrench Consulate, but they have stonewalled us. They refuse to confirm or deny the existence of Service 7. We assume that 3327 has discovered as little as we have.

CONTACT

The only contact we can give Storm Knights is the CyberFrench Consulate. However, it is doubtful that anything will be learned directly from them — more subtle and devious means may be required if one wishes to gather any information of worth.

THE NILE EMPIRE

PURPOSE

Subversion of other High Lords' efforts and destruction of Storm Knight groups.

SIZE

The numbers of people from the Tenth Empire varies from month to month, but there are believed to be approximately 12,000 expatriates from that realm in Tokyo.

HISTORY AND RESOURCES

When all is said and done, Dr. Mobius believes that 3327 is a fool and 3327 feels likewise about Mobius. They only work together when it suits their respective needs, which has not been for some time. Prospects for an alliance collapsed shortly after Mobius seized Mecca, and now both work to subtly undermine each other.

Independent Nile villains vary in their levels of resources. There are several Egyptian gangsters working with the Yakuza and some villains have schemes of their own. The most notorious is the evil Dr. Tzin, who has followed his adversary Prof. Furioso to the new Cosmicland East park.

ALLIES/ENEMIES

We have both allies and enemies among the Nile population. Many of our research facilities utilize the wisdom and bizarre "weird science" abilities of Nile scientists. But their efforts often draw the attention of Nile villains set on disrupting their work and ruining their reputations.

It is generally quite easy to determine the good from the bad among the Nile denizens. Villains wear their twisted ways as a badge of honor. They are not known for their subtlety.

CONTACT

Most Nile heroes work independently in Tokyo. They are just as likely to contact you as you are to contact them.

But likely places to catch them are at the Egyptian nightclubs and the Egyptian embassy. The most popular nightspot is The Dark Continent bar in Roppongi.

THE KANAWA CORPORATION

PURPOSE

Subversion of the Japanese culture and exploitation of the world's economy.

SIZE

The High Lord currently maintains the Kanawa Corp. holding company, which has nine known subsidiaries and 20 additional undersubsidiaries. He most likely owns or controls one or two additional holding companies. His governmental influence includes 45 percent of the Japanese government and a substantial majority on the Delphi Council Board of Directors.

3327 also provides support to several European governments, including Germany, in their fight against the Cyberpope.

HISTORY AND RESOURCES

The history of the Kanawa Corporation, in so far as we know it, has already been detailed in this volume. His resources are vast, to be sure, but the key to our eventual victory is that they are not limitless. If we can muster sufficient resistance that his invasion of our world ceases to be profitable, we may yet defeat him.

ALLIES/ENEMIES

"Ryuchi Kanawa" has no true allies, only partners in profit or out of convenience. His most powerful cocon-



spirators are the Yakuza and the Delphi Council.

By contrast, he has many enemies, foremost among them ourselves, the Cyberpope, Baruk Kaah, the Tharkoldu, and whatever it is that governs the horrible things that dwell in Indonesia.

CONTACT

We have a number of agents inside the Kanawa Corporation. To keep their identities secure, we ask that you contact us directly if you wish to get inside the corporation through them.

THE KASHI

PURPOSE

The complete and utter destruction of Kanawa's corporate structure from within.

SIZE

The precise number of Kashi executives currently employed in Tokyo is unknown. But it is our understanding that their numbers are growing daily through an aggressive recruiting program, both in Marketplace and Japan.

HISTORY AND RESOURCES

The Kashi were formed in much the same way as the Tokyo Liberators. Unemployed executives in Marketplace blamed many of their woes on 3327 and vowed to get revenge. Therefore, they used their talents and contacts in the computer world to disrupt the operations of Ursan Industries. They regularly tamper with documents, bank accounts and corporate research to slow his progress.

They are entirely funded by stolen money from the credit accounts of Kanawa-affiliated companies.

ALLIES/ENEMIES

The Kashi are closely allied with the Rauru Block and the Tokyo Liberators. All three of these organizations rely upon corporate sabotage in one form or another to destroy Kanawa.

CONTACT

The Kashi operate a small electronics company, KE Electronics, in Akihabara. The company serves as a front for their computer hackers' network. Another place the Kashi can be found is in the Storm Knight areas of the Oimachi Net.

MARKETPLACE MEGA-CORPORATIONS

PURPOSE

To prevent 3327 from making a profit on Earth, and thus damage his operations on Marketplace.

SIZE

Two major Marketplace mega-corporations have gained access to Earth: Asuga Hovercraft and Shori Petroleum. Both are only of slightly smaller size than 3327's Ursan Industries on Marketplace, but they only own a few warehouses and factories at this point on Earth.

HISTORY AND RESOURCES

Shori Petroleum's appearance on Earth is part of a greater power play back on Marketplace. Last spring, Storm Knight resistance factions successfully crossed 3327's bridge back to Marketplace and discovered the other mega-corporations there. They also learned about the workings of the Triad that rules Marketplace.

The other members of the Triad, 6365 and 9012, were most interested to learn of 3327's operations on Earth — particularly since they had long believed him to be still present on Marketplace. Learning that he was encountering problems in his new maelstrom market, they decided to push the issue, hoping that he would overextend enough on Earth for them to tear his company apart in Marketplace. Therefore, 6365 convinced 9012 to send a division of Shori Petroleum down to Tokyo. Asuga Hovercraft, already present in the realm, has been persuaded to cooperate with Shori for now.

ALLIES/ENEMIES

For the moment, the other Marketplace companies are our allies. They are working to strip 3327 of power and pledge that they will leave when they are done. While we do not believe that they will honor their promise, we will deal with them when 3327 is no more.

CONTACT

Both Shori Petroleum and Asuga Hovercraft can be contacted through their offices in Tsukiji.

PRIESTS OF PALAN

PURPOSE

Destruction of 3327 and his financial empire, along with all the other mega-corporations making use of "maelstrom markets."

SIZE

The Palanic sect is gradually growing throughout Japan. It is active in over 75 shrines with over 500 priests. Their followers number into the thousands.

HISTORY AND RESOURCES

The priests of Palan crossed the maelstrom bridge unnoticed by Kanawa. They have been working against his efforts in every realm that he has attacked and have collapsed more than ten bridges thus far. They get their resources from other religious factions in the realms they encounter. We also supply them with equipment as they need it.



ALLIES/ENEMIES

Among the Palanic priests' principal allies on Earth are the Sons of the Wind. They often share space in Shinto and Buddhist temples across Japan. They are most active in Tokyo in Hibiya park.

CONTACT

The Palanic priests can be reached through any shrine in Japan. They have an extensive contact network through other Japanese priests and word can be passed quickly.

THE SHIKI

PURPOSE

The overthrow of all those who would exploit and oppress the lower classes. The Shiki believe that all employers are, at heart, greedy opportunists and that only in the hearts of the poor does virtue lie.

SIZE

The strength of the Shiki resistance cannot be calculated. The movement rises and falls depending on how desperate the lower classes are at any given moment. At its peak, all of Ueno and parts of Asakusa and Roppongi were under Shiki control, and the group is on the rise again.

HISTORY AND RESOURCES

The Shiki revolution began in Marketplace. The economic wars cost hundreds of thousands of people their livelihoods as they slipped through the cracks of society. When they finished their fall, they were left as the name-

less class of *burakumin*, the lowest of the system.

But some were so desperate that they decided to rise up against their taskmasters. They had already lost their jobs, their homes, their security and their identity. The worst the mega-corporations could do was kill them, and that was no longer a threat. Life had become a meaningless symbol to them so they had absolutely nothing to lose and everything to gain. To die for the cause was expected and sometimes welcomed.

Eventually, the same attitude began to appear in Tokyo. The first occurrences of Shiki violence took place in Ueno and Roppongi, which were being stifled by the new Yakuza overlords. Once Ueno was taken, other districts began to support the movement as well.

ALLIES/ENEMIES

The allies and enemies of the Shiki are simple. Anti-Kanawa forces support the Shiki. Pro-Kanawa forces attack the Shiki. The only middle ground is made up of those who believe the Shiki too violent — but in this case, we cannot help but feel that the ends do justify the means.

CONTACT

Shiki revolutionaries can be found wherever poverty exists. The largest factions are in Ueno, Asakusa and Roppongi. Minor factions have begun to appear in lower Nagaticho and Ginza.

ORRORSH

PURPOSE

Of late, something has changed about 3327's attitude toward Indonesia. We have heard snatches of rumors that



the legendary "Gaunt Man" has returned — whatever the truth of this, something seems to have sent a thrill of fear through parts of the Kanawa Corporation.

SIZE

An uncounted number of horrors have appeared in Tokyo in recent weeks. Storm Knights have reported that they are led by a Nightmare called the Djinni, but this has yet to be confirmed.

HISTORY AND RESOURCES

Tension has long existed between 3327 and the horror realm of Orrorsh. The Kanawa Corporation has worked to prevent any incursions into Southeast Asia and any number of instances of sabotage in Orrorsh have reportedly been attributed to Nippon agents.

ALLIES/ENEMIES

Although we are not allies with Orrorsh (and do not recommend that anyone should become such), the

horror realm does share our goal, it seems. Perhaps the added might of the horrors will push 3327 past his limit.

CONTACT

The Djinni is said to be a computer-based Nightmare. Its spirit has supposedly possessed the electronic market and the phones and computers attached to it throughout Tokyo. It can be contacted by leaving it a direct message on any network.

THE AKASHANS AND SOUTH AMERICANS

PURPOSE

We have had little contact with the Akashans. We believe their primary purpose in visiting Tokyo is to track down carriers of the Comaghaz plague.

We have no reason to view them as either for or against us. They have thus far resisted all of our efforts to form an alliance, fearful that their biotechnology will be stolen or misused.

SIZE

There are relatively few Akashans in Tokyo at this point, but there are many hundreds of South Americans of Japanese descent, and there is no telling how many of these brought the Comaghaz plague to our shores when they arrived last year.

HISTORY AND RESOURCES

Most of the South American/Japanese that currently live in Tokyo came as the result of company transfers. Corporations that had divisions near the rain forests of the Amazon have retreated within the last year, due to the presence of the Comaghaz infection and various strange creatures.

Currently, these transplanted expatriates have incomes comparable to those of Tokyo's blue collar workers, roughly ¥4 million. Many face prejudice because they are not considered to be "true Japanese."

ALLIES/ENEMIES

The Akashans are known to be allied with Light Aysle and those edeinos who do not follow Baruk Kaah. They have clashed with both Nippon and the Cyberpapacy, and war may be brewing between them and the Tharkoldu.

CONTACT

We have no reliable means of contacting the Akashans. A few Monitors have been in touch with us and assorted Storm Knights in our employ, attempting to track the spread of the Comaghaz, but they have left no information on how to contact them.



THARKOLDU

PURPOSE

Revenge. Nothing more, nothing less. The Tharkoldu blame 3327 for the failure of their attempted invasion of the then Soviet Union, and intend to pay him back in blood.

SIZE

Jekara has informed us that the Tharkoldu will be heading into Tokyo, as well as the rest of Japan, in massive numbers in the months to come. Currently, there are over 500 techno-demons, many of them magically disguised as humans, wandering the streets of Tokyo.

HISTORY AND RESOURCES

When the Tharkoldu first attempted to set down in Russia, Nippon agents supplied Soviet psychics with crucial information that led to the uprooting of a stela and the collapse of their bridge. The resultant backlash cost thousands of techno-demon lives and set back their invasion timetable by years.

Therefore, when they touched down in Los Angeles, their primary goal was to get revenge. They began a horrific campaign of murders and carnage against

Kanawa employees and anyone else that got in the way. How much they care about conquering Earth's cosm is unknown — they seem more concerned with seeing 3327 fail.

Once their bridgehead in Los Angeles was secured, it became time for them to knock directly on 3327's door. Expect major skirmishes to occur between them and Kanawa in the very near future.

ALLIES/ENEMIES

The Tharkoldu have no real allies, but have worked with edeinos in California against Nippon facilities. We have formed a very loose treaty with them to prevent our own corporations from being caught in the crossfire. As long as we provide them with information, they will leave us alone.

We know that many of you must disapprove of such action on our part, essentially making a deal with the devil. We can only say that, in a war, one gathers allies from wherever one can find them.

CONTACT

Our contact is the demon alpha Jekara. He can be contacted through us. We do not advise attempting to approach the Tharkoldu directly, as they have little patience with humans and will kill you for the sport of it.

THE CORPORATE WORLD

What follows is perhaps the most important section of this book for those Storm Knights who wish to strike a blow against 3327's financial fortress. Detailed below are the corporate reports for many of the major mega-corporations in Tokyo and several up-and-coming ones. Each report contains:

BACKGROUND

A brief synopsis of the corporation's general structure, including their purpose or goals in industry.

LAST YEAR

A listing of the significant events which occurred to that corporation or were caused by it in the past year.

MARKET SHARE / VALUE

This is the corporation's estimated worth versus other companies in the same market.

PREDICTIONS

Our predictions of what the future holds for each corporation.

PRODUCT LINES

The corporation's most recent products or research.

POINTS OF INTEREST

Each non-Rauru corporation has a listing of potential targets for sabotage. Also included are their known security measures.

KANAWA-CONTROLLED CORPORATIONS**THE KANAWA CORPORATION**

Corporate Headquarters: Nihombashi
Corporate CEO: Ryuchi Kanawa (3327)

BACKGROUND

The Kanawa Corporation is the primary holding company for all of 3327's corporations and subsidiaries in this reality. Directly or indirectly, his mega-corporation operates over 30 sub-corporations, ranging from

investment firms to entertainment companies to arms manufacturers. His smaller businesses include construction, real estate and even book publishing firms.

The Kanawa Corporation controls such a large block of companies that it can also influence other non-Kanawa corporations by its ability to manipulate market trends, forcing them to proceed in more favorable directions. Consequently, the smaller companies are also forced to go with the current trend. They must do so to ensure their own profitability and, more importantly, survival.

LAST YEAR

The Kanawa Corporation continued its assault on the world's economy last year. Its secondary holding companies are at their strongest points ever (with the exception of Ichi), but this does not mean 3327 is unstoppable.

The Kanawa Corporation was forced to grant us some leeway in the early going to prevent his exposure as a High Lord. Now that his facade of normality is crumbling, we will have to work that much harder to counteract his more overt manipulations. He believes that he is now too well entrenched in the system for easy extraction, and he is utilizing the knowledge he has gained over the past two and a half years to keep us from gaining any ground.

MARKET SHARE/VALUE

The Kanawa Corporation and its subsidiaries account for approximately 62 percent of the business done in Japan and 30 percent of that done world-wide. Despite our reluctance to say so, his mega-corporation is one of the safest investments in the market today. Due to the symbiotic nature of his linkage to Japan's economy, our actions must be carefully considered as damage done to Kanawa could harm our nation as well.

Our only hope of success is to slowly chip away at some of the weaker subsidiaries, then move on until we are in a position to challenge the holding company itself. Fortunately, the appearance of the Tharkoldu and some hostile Marketplace mega-corporations may aid us in our struggle.

PREDICTIONS

We truly hope that 3327 can be defeated by year's end, but realistically, we cannot believe that. However, at the very least, we hope to be able to stop the Kanawa Corporation from gaining any more power. The inter-

nal struggles between the High Lords seem to be diverting 3327's concentration, which has allowed us to gain a greater market share and more Storm Knights to infiltrate his organizations.

PRODUCT LINES

The Kanawa Corporation itself is primarily a holding company and brokerage house, therefore it has no product lines.

POINTS OF INTEREST

Corporate Storm Knights are encouraged to chip away at Kanawa's financial base by whatever means possible. Since most independent corporations are not that powerful yet, Knights can only expect to weaken lower rungs of the structure at this point. Once the troubles for Kanawa have begun, larger companies, like our own, can move up the ladder and begin taking solid market share from the holding companies.

Non-corporate Storm Knights are also encouraged to attack the Kanawa Corporation wherever and whenever possible. The more fronts upon which Kanawa must battle, the greater the chance that he will be defeated. Since the damage that you can cause forces 3327 to invest more into each company's upkeep than into its growth, investors may shift to other corporations that are Rauru-controlled or independent.

BANK OF JAPAN

Corporate Headquarters: Nihombashi

Corporate CEO: Bunzou Hayashida

BACKGROUND

The Bank of Japan is the nation's largest banking firm. It maintains at least one branch office in every district throughout Tokyo and dozens of Automatic Teller Machines in shopping areas. It has similar setups in other cities across Japan and has recently opened branches in China and Korea. Its chief subsidiaries are Chi Real Estate and Soto Investments.

LAST YEAR

The financial market was very good to the Bank of Japan last year. Their annual earnings nearly tripled and the trend will probably continue.

With the increased markets on the mainland, the bank services over 75 million clients. Their mutual bonds are yielding an all-time high of 10.2 percent up from the previous year's 9.5 percent. Savings accounts return a 7.2 percent increase on investments.

MARKET SHARE/VALUE

Currently, two out of every three Tokyo households has at least one account with the Bank of Japan, although many have additional accounts with other banks as well. The Bank of Japan's income is at the top among lending institutions and their market share is over 60 percent. Money market accounts yield a 4.2 percent return.

PREDICTIONS

We expect the Bank of Japan's value to continue to rise unless the Kanawa Corporation is severely damaged in the near future. Were Kanawa to withdraw its support, the Bank would be in for brutal times. We advise investors to look to the short term investment (six month CDs) and not extended policies. Take your money and run.

PRODUCT LINES

The Bank of Japan has plans to expand further in the mainland market and perhaps on to Taiwan.

POINTS OF INTEREST

The most significant problem that the Bank of Japan currently faces is from Storm Knights. With our aid, Storm Knights have discovered that 3327 utilizes the bank's ATM machines as his stelae. Luckily for him, there are enough of them that Storm Knights are unable to destroy enough crucial ATMs before more are moved into their place. As a side note, in rural sections, 3327's stelae often are in the form of telephone pole service boxes.

Another factor that Storm Knights should be warned of is that the Bank of Japan is protected by the Metropolitan police. Each ATM machine (and bank) is wired to an alarm system that notifies the nearest police station and the prefectural authorities. If you intend to vandalize the machines in hopes of uprooting stelae, quick action is required. Police usually arrive within minutes.

HACHIMAN ARMS

Corporate Headquarters: Iidabashi

Corporate CEO: Kinichi Misono

BACKGROUND

The Hachiman Arms corporation continues its meteoric rise since repositioning as a separate subsidiary. The corporation continues to grow as the Possibility Wars rage and their weapons are required. Advances in technology have also allowed them to increase production on better, more expensive weapons.

LAST YEAR

Hachiman released two new catalogs to the general public last year. This has resulted in a large increase in sales of lower line weapons to Victorian and Nile Empire troops and higher tech weapons to Cyberpapists and many Storm Knights. Their prices remain reasonable despite an increase in the number of competitors. Storm Knight interference does not appear to have caused any major setbacks.

MARKET SHARE/VALUE

Hachiman Arms currently accounts for 40 percent of the wholesale weapon sales across the globe. Their major contracts include an exclusive deal with the



Delphi Council in the United States and a contract with the government of Germany. Both use Hachiman-made weapons against invaders positioned in or around their countries. Hachiman also supplies the Commonwealth of Independent States and forces in both Dark and Light Aysle. Their earnings last year ran over ¥24 billion, but this is an imprecise figure. A stock of Hachiman Arms costs ¥10,500, down from last year's ¥20,000, but the stock split two for one in early June and maintained a steady rise.

PREDICTIONS

As long as the Possibility Wars create a demand for many and varied types of weaponry, Hachiman sales will remain high. Man seems to have an inherent need for violence and Hachiman willingly sells to anyone.

PRODUCT LINES

For a complete list of Hachiman's more recent products, see the *Kanawa Personal Weapons* and the *Kanawa Heavy Weapons* guides. One new weapon that was developed too late for inclusion in those guides is listed below.

HACHIMAN STUN BOLA

Description: The stun bola is a missile weapon that utilizes the same technology as the Hachiman Stun Glove. It can travel as far as a person can throw a two kilogram ball (STR-1 meters).

When the user releases the ball, the grapple cords extend and discharge an electrical pulse when the unit strikes its target. The storage capacitor in the center of the bola discharges a jolt of 30 kilovolts, which can

cause disorientation and loss of consciousness in man-sized or smaller creatures.

Historical Background: The stun bola was created for an independent rancher who required the effects of the stun glove in a throwable form. This way, cowhands would be capable of bringing down stray or charging cattle without actually injuring the beast or harming its meat. The stun bola keeps the animal passive until the cowhand can get close enough to tie it up.

Hachiman Stun Bolo

Tech 25, damage value 20 (stun damage only), ammo 8, range 2-(STR-1) meters. The stun bola must travel a minimum of two meters to build up the charge. Price (value): 10,000 (20).

POINTS OF INTEREST

The main Hachiman Arms plant is located in Iidabashi. There are several other plants in various locations around Japan, mainly port cities. Each plant is protected by a security force of 10 daytime guards and 20 nighttime guards. Their robot forces are 10 Kanawa B-5 Combat Robots and four L-1 Flying Defense Robots.

ICHI ENTERTAINMENT

Corporate Headquarters: Shibuya
Corporate CEO: Etsuko Maruyama

BACKGROUND

Ichi is the Kanawa-controlled media conglomerate. Ichi Entertainment currently owns or operates TV Nippon, Ichi Records, Ichi Pictures and Ichi Publishing.

LAST YEAR

Last year was a disastrous one for Ichi Entertainment. With the appearance of the Tharkoldu in Los Angeles came the destruction of their downtown offices, forcing the company to relocate to Ichi Burbank. In addition, the property damage and box office losses had many wondering if the company would make it to the end of the year.

But with a relatively quick recovery (aided by US troops, who provided protection during filming) and the blockbuster *Gordanra* movie released at Christmas, Ichi has made a rapid comeback. Another boost for stockholders came with the year-end signing by the Five Stars for two more albums, one this year and one next.

MARKET SHARE/VALUE

Ichi Entertainment stockholders were taken for a terrifying ride last year. Stock prices dropped to all-time lows and many saw the loss of millions of yen. But last quarter earnings were up slightly and with Ichi beginning to produce again, both at home and abroad, stockholders are optimistic.

However, we suggest that Storm Knights find safer places for investment. The *Gordanra* line of movies appears to be at an end, with his death in the last, and the Five Stars may be a one-album wonder. The sudden appearance of the Tharkoldu in Tokyo also has many worried. They seem to target Ichi just for pleasure and could cause more problems in the coming year.

PREDICTIONS

Ichi Entertainment will do no better this year than last despite the slated new releases. Questions still remain about the company's ability to fully recover from last year's losses and other companies are using every opportunity to steal the spotlight. Already, several stars have fled to other studios and record labels.

PRODUCT LINES

The newest releases out of Ichi Studios are the Five Stars' debut album and the much raved about "Gordanra Rising" movie. The early news on releases for this year feature a movie about the newly transferred Tsukiji Mariners entitled "Summer in the East" and the second Five Stars album. Rumors abound about the possible release of an "Eddie Paragon: The Lost Tapes" set on CD, but these still remain rumors.

POINTS OF INTEREST

It should be interesting to see what happens over at TV Nippon. With its broadcast headquarters located on Ichi's lots and the presence of the Tharkoldu, 3327's number one media tool may be hit hard this year. Storm Knights may find it easier to pull off raids (both physically and financially) against both TV Nippon and Ichi studios because guards will be focused on potential techno-demon attacks.

TORANAGA CHEMICAL

A Division of Omi Electronics
Corporate Headquarters: Shinagawa
Corporate CEO: Jirou Kazaki

BACKGROUND

Toranaga Chemical is one of several research firms that the Kanawa Corporation maintains in Tokyo. Its areas of experimentation concern pollution control and issues relating to the environment (safer, more ecologically sound pesticides and similar chemicals).

LAST YEAR

Toranaga opened the doors of its Tokyo plant in early July of last year. Since then, many of Kanawa's leading researchers have developed chemicals that might have gone at least a short distance toward controlling air and water pollution. However, 3327 steered the company in that direction primarily to silence environmentalist critics, and the improvements these new products can make are as nothing compared to the damage that has already been done to the air and water.

In addition, we suspect that many these so-called "environmentally safe" chemicals being produced are riddled with side effects that have not yet been detected.

MARKET SHARE/VALUE

Stock in Toranaga, like that of many Kanawa firms, is moving upward. This company has received more media attention than it deserves, which has served to bolster consumer confidence in the corporation. Sales of its over-the-counter pollution control devices and enviro-safe aerosols are steady and Toranaga has been able to secure several government anti-pollution contracts.

The only complication has been the recent appearance of a Marketplace-based firm, Asuga Aerosols, which has begun to steal some of the direct consumer market. However, as it does not compete directly with Toranaga in the research field, its overall impact is minimal.

One share of Toranaga Chemical stock currently runs in the neighborhood of ¥15,000. This is well above its initial opening price of ¥6,875, but its growth has slowed some lately.

PREDICTIONS

Toranaga Chemical stock should level off some time in early 1993. If we are successful in pushing future contracts toward Asuga or ourselves, this may hurt the fledgling corporation. If so, this would be another area where Kanawa would be forced to spend money to shore up his operations. Our best advice is to hold off until the March financial reports before entering the chemical research market.

PRODUCT LINES

The newest product in development is the MD-80 chemical. It is being developed for the city of Tokyo as a water purification chemical. It appears to be functional, but thanks to an inside agent, several "mysterious" problems with both research lots and test results have delayed its activation. The longer we can delay its release, the more money it will cost Toranaga.

POINTS OF INTEREST

Toranaga Chemical is a single research facility located in Shinagawa, on the extension over Tokyo Bay, and three others located outside of other major cities, including Osaka. We do not believe the Tokyo facility is protected by defense robots, but instead maintains a small security squad.

THE RAURU BLOCK

SHODAN METALS

Corporate Headquarters: Yokohama
Corporate CEO: Ise Samayura

BACKGROUND

Shodan Metals is one of the foundation corporations of the Rauru Block. It became embroiled in the Possibility Wars because of its interest in obtaining the company that eventually became the Kanawa Corporation. Ise Samayura, the current CEO of Shodan Metals, is co-chairman of the Rauru Block.

LAST YEAR

Last year was trying for the Shodan Metals corporation, but it has withstood the worst and still remains intact. Under Samayura-san's brilliant leadership, his company has not only survived corporate assaults but has kept more than a few key contracts from falling into the hands of Kanawa-affiliated companies.

The most notable of these was the raw materials contract put out to bid by Kubaichio Construction for the development of the Tokyo Bay extension. Although we were opposed to the extension's creation, we were able to cut into the profitability of the project by securing the contract and then inflating our costs.

MARKET SHARE/VALUE

Shodan Metals has not done as well as we would like, in terms of market share. Although we gained some profitable contracts, direct confrontations with Kanawa have been costly and have offset the gains. But we are content to allow the financial status quo to continue, if it means we will finally be able to destroy 3327.

PREDICTIONS

Simply put, we expect victory. We believe we have withstood the worst of 3327's manipulations and things

can only improve. As it becomes harder for him to hide his identity as a High Lord, we are looking for resistance to him to grow day by day. Shodan has already been approached by several other groups for contracts and expansion may become necessary as more are freed from 3327's grasp.

PRODUCT LINES

Shodan Metals is responsible for the Konban constructor robot (see Chapter Seven) but, as a whole, does not produce much for the direct consumer market. The corporation provides more in the way of raw materials (iron ore, etc.) and little is developed for mass market usage. Konban Electronics has been formed to fill much of that void.

KOKORU AUTOMOTIVE

Corporate Headquarters: Shinagawa
Corporate CEO: Hama Kokoru

BACKGROUND

Kokoru Automotive is the other co-founder of the Rauru Block. Its primary interests revolve around the automotive industry and it has also begun to invest in arms manufacture.

LAST YEAR

While Samayura took on the Kanawa Corporation, Kokoru dealt with the lesser companies of Mitsuyana Motors and Ama-Tsu-Mara Transportation. While 3327 looked overseas for his markets, he overlooked the surge in local population as refugees fled the wars. Mitsuyana and Ama-Tsu-Mara produced high amounts of exports but mistakenly allowed Kokoru to gain control of the growing domestic market.

Taking advantage of its link to Shodan's construction companies, Kokoru has had more parking facilities built and sold over 500,000 cars in Tokyo alone. Nationwide, sales run into the tens of millions, making Kokoru the number one automotive dealer in Japan.

MARKET SHARE/VALUE

Kokoru has inadvertently benefitted greatly from the Possibility Wars. It has been able to capitalize on mistakes that the Kanawa Corporation has made and increase its own net worth. Its stock has risen from around ¥20,000 a share early last year to its current ¥22,500 mark, and it holds 63 percent of the Japanese market.

However, unlike 3327, it is not exploiting Japan. While it could sell cars without pollution devices now, selling the pollution devices later for greater profit (as anti-pollution laws return), Kokoru does not. The company works as much for Japan's gain as it does for its own. Much of its profits are already working toward the downfall of 3327 and security funds are being set aside to help those who will be victimized by his absence. Shares of Kokoru Automotive can be purchased with a clean conscience.

PREDICTIONS

Kokoru may lose some ground at home in the automotive industry now that 3327 has noticed its growth and countered by allowing his companies to gain access to Marketplace technologies. The Tri-M (Chapter Three) is one example of this. But Kokoru will continue to hold its own.

PRODUCT LINES

In continuing its policy to aid Japan, not harm it, Kokoru has just secured an important contract. In order to replace a rapidly aging public transportation system which will need to compete with the Tri-M, Kokoru has signed deals to supply the city with a new fleet of buses that continue to contain emission-control devices. Hopefully, the promise of environmentally safe mass transportation will offset the losses that may result from the Tri-M.

KONBAN ELECTRONICS

Corporate Headquarters: Yokohama
Corporate CEO: Yukimasa Adekawa

BACKGROUND

Konban Electronics is our newest subsidiary. A child of Shodan Metals, it services the direct consumer market with a variety of personal electronics.

LAST YEAR

Konban Electronics was opened early last year, with the intention of moving in on the Omi Electronics market. It was designed to supply college students and young adults with their pop culture toys. Their full line includes a variety of stereos, personal computers, portable CD players and other low to mid-range electronics.

MARKET SHARE/VALUE

Konban has a decent market share, holding close to 25 percent of the Tokyo market and around 17 percent of Japan as a whole. This is acceptable, considering the size of the target audience and the relative youth of Konban. It still equates to several billion yen on low cost, high mark-up items.

But despite its profitability, its actual market value is still quite low, which has prompted 3327 to ignore it up until now. Stockbrokers have some degree of contempt for consumer electronics these days because of the faithlessness of the consumers and the number of similar companies in existence. We suggest purchasing stock (but not too much) while it remains at an extremely low ¥4,500. Its investment potential is limitless because, when 3327 is overthrown, Konban's position as a native corporation can only be of help to it.

PREDICTIONS

Yet another high profit year is in store for Konban. There should be no major changes in the market preferences since the advanced technology has not, and prob-

ably will not, filter down to this low level. Konban should do quite well and remain relatively free of the violence that surrounds research companies and arms manufacturers.

If first quarter profits are high enough, Konban may expand into the entertainment industry and take on Ichi. That mega-corporation's troubled times make it very vulnerable to this sort of maneuver. If successful, the expansion should send stocks soaring.

PRODUCT LINES

The communications gear, personal and desk setup, listed in Chapter Seven are the two latest products from Konban Electronics. For the time being, its product lines will continue to revolve around the entertainment and low-end computer industries, but as noted in the predictions, Konban may soon start producing movies and music as well.

MARKETPLACE MEGA-CORPORATIONS

SHORI PETROLEUM

Corporate Headquarters: Marketplace
Tokyo Offices: Tsukiji
Corporate CEO: 9012 (alias unknown)

BACKGROUND

Shori Petroleum is one of the "Big Three" Marketplace companies. Its CEO, 9012, sits on the Marketplace ruling committee, the Triad, with 3327. 9012's company is another mega-corporation that acts as a holding company for smaller subsidiaries. The Shori subsidiaries include firms with ties to processed food, hydroponics and banking. But unlike Kanawa, the main corporation is more than just a holding company, it also works as an energy research and production company.

LAST YEAR

Shori was not invited to enter the Core Earth markets. As mentioned in Chapter Four, the company moved across the maelstrom bridge and opened the division before Kanawa noticed and could prevent its being done.

Shori was actually sent into our market by the third Triad member, 6365, who is trying to wrest control of the group from 3327. She has been manipulating the Shori mega-corporation as a front for her own ambitions. By doing this, any backlash that may result will harm 9012 and not herself. Although this means lower profits for the time being, it is a setback 6365 is willing to take if it results in the planned power gain.

Shori itself has not gained much from its invasion of Earth. The lack of active hostilities between the Nile Empire and Nippon means that Japan is supplied with most of the petroleum it needs. The United States provides any more that might be needed.

Shori's primary gains have been made in China where its actions have somewhat slowed 3327's



progress. Shori has supplied goods and services to the mainland, which, in turn, has made that audience more favorable to Shori's subsidiaries than Kanawa's.

MARKET SHARE/VALUE

In the research field, Shori has a five percent share of the available contracts and that figure does not appear likely to change in the near future. It is quite possible that the only reason that the mega-corporation has been able to gain any of these is the relatively slow pace at which native Japanese firms are adapting to the advanced technology introduced by 3327.

PREDICTIONS

As other companies in Tokyo (and Japan as a whole) catch up technologically with Shori, it is our hope the Marketplace firm will be driven out. Thus far, times have been tough for the mega-corporation and we do not expect them to last out the year.

PRODUCT LINES

Shori is currently working on a line of more efficient batteries and generators. By combining the newest fusion advances and solar technologies, Shori is attempting to bolster its image by introducing a clean energy alternative. The eco-friendly device below is due out sometime in late spring.

FUSUN™ POWER GENERATOR

Tech: 24

The FuSun is the cleaner, more powerful alternative to electrical generators. By eliminating bulky chemical batteries, the FuSun is both lighter and cleaner. Each

unit comes equipped with a core rod that lasts up to 12 months (8, if under constant usage) and weighs as little as one-third that of the competition's product.

Let it charge during the day with sunlight and when the last rays are gone, the fusion reaction continues on into the night. Even in rainy Tokyo, the generator can run without the solar recharge for up to twelve days. The base unit (which includes a single core rod), due out this June, will cost ¥20,000. Additional rods can be obtained for ¥3,000.

POINTS OF INTEREST

We do not see any great need to attack Shori, as they are doing a fine job of ruining themselves. But for those Storm Knights interested, their headquarters are along the bay in Tsukiji. As far as we can tell, their defenses include a few Nagara Security 44TS robots. This is in addition to a guard force of 24 (three shifts of eight).

ASUGA AEROSOLS

A Division of Asuga Hovercraft

Corporate Headquarters: Shinagawa

Corporate CEO: Genzaburou Ueki (4534)

BACKGROUND

Asuga came to Tokyo some time before Shori Petroleum, and has established offices in Los Angeles as well as Tokyo. When Asuga arrived, they set up an aerosol division to make money off the increasing pollution problem in industrial cities.

When 3327 realized that other mega-corporations had made it to his maelstrom market, he tightened security and limited the communications between the

Japanese subsidiaries and their respective Marketplace mega-corporations. He has not required that the Marketplace corporations withdraw because it would create yet another front in his economic war.

LAST YEAR

The aerosol division's production has increased steadily over the past year. The first product they released, the anti-pollution spray (see Chapter Seven), has been their biggest-selling item. Additional items, such as deodorants and cleansers, are also consistent sellers.

MARKET SHARE/VALUE

Asuga Aerosol currently maintains a large (45 percent) share of the anti-pollutant industry. The chemical formulas that cause contamination levels to drop while not releasing other pollutants are apparently outgrowths of Marketplace's high technology. Core Earth researchers have been unable to duplicate the spray without producing harmful side effects as well, so corporations with links to Marketplace (like Asuga and Toranaga) have cleaned up, as it were. In addition to the anti-pollution field, Asuga also has a sizeable 10 percent of the cleaning products market.

A share of Asuga stock costs ¥11,000. It first opened at ¥9,900.

PREDICTIONS

Asuga will continue to grow as long as we are unable to duplicate the anti-pollution formula, but they are losing some of their profits to high tariffs imposed by 3327. We may be able to use this to our advantage. If our operatives can convince Asuga's executives that 3327 is out to crush them, they may side with us against the Kanawa Corporation.

PRODUCT LINES

Asuga plans to release a series of additional chemical products for use in water purification. They hope to release them to the market before Toranaga Chemical can put out something similar. If they can successfully release their product earlier than Toranaga's MD-80, it could mean big first quarter profits. Snatch up some of their stock while it is still relatively low.

POINTS OF INTEREST

We do not advise attacks against the Asuga Corporation. They are secretly supporting efforts to defeat the High Lord and their product lines do help our world. Although much of the monies that they make do not remain in our realm, we are still benefitting. There will be time enough to deal with them later, if necessary.

Their plants utilize Kanawa's Nagara Security 44TS robots to prevent intrusion by unfriendly factions.

KUBAICHO CONSTRUCTION

A Division of Kubaicho Entertainment
Corporate Headquarters: Marketplace

Tokyo Offices: Shinagawa
Corporate CEO: Seiji Enomoto

BACKGROUND

Kubaicho opened shop in Tokyo just last year. Unlike Shori and Asuga, they were invited by 3327 to enter the Core Earth market and build the extension into the Tokyo Bay. They are a subsidiary of Kubaicho Entertainment, one of the five major mega-corporations in Marketplace.

LAST YEAR

Kubaicho was granted several lucrative contracts last year. Their first was the construction of the extension. It was completed from design to construction in under six months. The construction was concluded in early June just prior to the start of the rainy season.

Another task that was completed a short time ago were the support structures for Cosmicland East. They also built many of attractions at the amusement park. Their most recent contract, which should be completed by mid-March, is the Tsukiji Mariners Dome in Tsukiji.

MARKET SHARE/VALUE

Kubaicho Construction has a relatively small percentage of the overall market share in Japan. Since they only operate in Tokyo, they stand eighth with five percent of the market.

Look for this figure to rise if 3327 gives the go-ahead for expansion. They opened their stocks at ¥6,250 which has slowly increased to its current ¥6,750.

PREDICTIONS

Kubaicho will probably remain fairly small in the market. The Yakuza was very upset when 3327 brought in a foreign construction company for the extension job. Daimyo Haragawa has long maintained control of the construction industry in Tokyo and felt betrayed by the appearance of Kubaicho.

"Kanawa" will probably appease the Yakuza by limiting Kubaicho's activities to Tokyo, so Kubaicho's stock is unlikely to rise unless they can break away.

PRODUCT LINES

Aside from the Tsukiji Dome, we do not know what projects Kubaicho is currently bidding on. Many real estate deals remain closed until the final bids. This is what has allowed Kanawa and the Yakuza to grab several contracts from Core Earth firms.

POINTS OF INTEREST

Thus far, Kubaicho has maintained a peaceful relationship with both sides in the Possibility Wars. They seem to have no desire to get into a bidding war with the Kanawa Corporation, nor are they going out of their way to initiate hostilities with us.

If you should attack a Kubaicho site, they are protected by our own Konban Auto-Constructors. We sold over 65 units to them when they first arrived. Kubaicho



has not purchased any additional units since the original deal. They are probably planning on replacing them with a customized version of the robot.

INDEPENDENT FIRMS

HANTU LIMITED

Corporate Headquarters: Yokohama
Corporate CEO: Unknown

BACKGROUND

Hantu's ownership still remains a mystery to all of its adversaries. While originally believed to be tied to a Marketplace mega-corporation, the recent appearance of all but Misaki Computers has led us to believe otherwise. Misaki is still a possibility, but with 6365 backing Shori Petroleum, it is doubtful. Remaining suspects include other Nippon Tech organizations like the Kashi (also doubtful because of their alliance with ourselves) or rogue Yakuza, but they should have lacked the funds necessary to start the firm.

LAST YEAR

Regardless of the identity of their owner(s), Hantu has not chosen any side but their own in the Possibility Wars. Defiantly, their black marketeers set up operations in every realm throughout the world. Last year, they leapt at the opportunities presented to them by the appearance of the Akashans and the Tharkoldu. Both provided an ample new supply of both technology and consumers to exploit.

Despite our best efforts, Hantu remains a mystery to us. Perhaps it is the creation of some ultra-mercenary Nile villain.

MARKET SHARE/VALUE

As Hantu Ltd. is not a publicly-owned company, no stock prices are available. However, we estimate that they control between 33 and 50 percent of the world's black-market trade.

PREDICTIONS

Barring the unveiling of the ownership behind Hantu, the coming year will remain basically business as usual. No faction has been able to break their hold and even if they did, black markets are notorious for vanishing as quickly as they were set up and then appearing somewhere else another day.

PRODUCT LINES

We have no official word on their product lines. We know as much as average Storm Knights do: they probably carry one of everything, and if they do not have it, they can get it.

POINTS OF INTEREST

The Rauru Block has given up trying to defeat Hantu Limited. It is too costly and too frustrating. Since we are

primarily located in Japan, we can only hope to force them out of here — but as soon as pressure was lifted, they would probably return. Our time is better spent on fighting 3327 and trying to bring these Possibility Wars to an end — for without a war, Hantu will cease to exist.

Their primary manufacturing and distribution plants are in the former warehouses of Kantu Steel, Taito Petrochemicals and Archu Pharmaceuticals, all located in Yokohama. Expect to run into Yakuza in the warehouse district, who may mistake your presence in the area as a threat to Kanawan holdings.

Each warehouse is operated by between 15 and 30 workers, all of whom are trained in fire combat and melee fighting. As far as we can tell, they do not utilize robotic forces.

MANGA INTERNATIONAL

Corporate Headquarters: Harajuku
Corporate Owners: Daniel Davis, Steven Brown and Richard Catanzaro

BACKGROUND

Manga International was begun by three American artists when the comic industry largely collapsed in the United States immediately after the fall of New York. It has been chosen for inclusion in the market reports because of its uniqueness in being a Japanese company owned and operated entirely by Americans without outside support. They are currently the sole producers of Possibility War-related comics, including the magazine based on the *Five Realms* game.

LAST YEAR

Manga (Japanese comics) are enormously popular in Japan. Everyone, regardless of age or occupation, reads them and circulations rival those of *Time* or *Life* magazines. Manga International has capitalized on both the wars and the desire for the unique perspectives that their artists were able to bring to Japanese comics. Finally, longtime American pop superheroes have garnered worldwide acceptance beyond just the young.

MARKET SHARE/VALUE

Due to the popularity of comics, Manga International has had some strong competition in the early goings, but their willingness to break long-standing taboos and people's surprising acceptance of *gaijin*-produced comics has made them quite successful. They only hold about nine percent of the comics market, but Manga International is happy with that and remains confident that it will grow in time.

However, they remain a privately owned corporation without any outside stock and we are unable to share in their growth. If they ever do provide common shares of stock, grab them.

PREDICTIONS

Manga should do well in the next year. With the increasing popularity of Possibility Wars-based enter-

tainment, their new line of comics should be quite successful.

PRODUCT LINES

As mentioned above, Manga International is launching a new line, the *Realm Worlds*. There will be eight new comics, all relating to the Possibility Wars and featuring a different realm. They will be prologued by a *History of the Cosmverse* one-shot, then introduced weekly one by one, as they arrived on Earth, starting with the Living Land and ending with the Tharkoldu. Each will bear a ¥500 cover price.

In addition to the comics, Manga International will be entering the gaming industry by becoming the Japanese distribution point for the *Five Realms* roleplaying game.

POINTS OF INTEREST

Manga International is located in the heart of cultural Harajuku. Their offices provide tours of the facility (again another twist for the company) and they support three art galleries: an amateur art gallery, a gallery devoted to traditional art, and a gallery devoted to Japanese and American comics.

PACIFIC LUMBER

Corporate Headquarters: Seattle, Washington, USA

Tokyo Headquarters: Tsukiji

Corporate CEOs: William Burnett, Charles Moore and Jesse VanValkenburg

BACKGROUND

Pacific Lumber is a Canadian/American firm that supplies Japanese construction companies with lumber. They have made a great deal of money dealing with Japan. When their competitors fled the Pacific Northwest because of Baruk Kaah, Pacific remained behind and expanded.

LAST YEAR

Last year, Pacific signed three four-year lumber contracts with each of the major construction firms in

Tokyo (Rauru Block, Kanawa and Kubaicho). This is an exclusive contract for Tokyo, but not the rest of Japan.

MARKET SHARE/VALUE

Pacific Lumber has become the largest exporter in the Pacific Northwest. Their Dow Jones stock has increased from a pathetic 25-1/4 to 75-1/2 in just one year. But their growth for this year will slow because other competitors have returned. Rumors of troubles in the Living Land have people returning to the northwest waiting for the return of Core Earth.

PREDICTIONS

Pacific Lumber will remain the number one exporter for at least the duration of their current contracts. Japan's dependence upon imported natural resources has been one of Kanawa's biggest problems and it was exploited by Pacific.

The Rauru Block signed their contract to increase overall lumber prices, hurting Kanawa. It also helped increase the value of the stock, which the Block purchased in great quantities around the 35 1/2 mark. Another factor that will continue to prevent competitors from dropping the company's market share is the media attention Pacific Lumber has received over their recycling and environmental efforts.

PRODUCT LINES

Pacific Lumber does not have any intention of changing their product lines in the near future. Their line has stabilized and consists of raw lumber, pre-cut wood and paper rolls.

POINTS OF INTEREST

Kanawa receives his lumber shipments monthly, generally during the second week of each month. The lumber is stored in Tsukiji warehouses while it passes through customs and is moved to construction companies across town.

The warehouses are protected by Yakuza gangsters, but no robots.



G A M E M A S T E R

S E C T I O N



GAMEMASTERING IN TOKYO

Tokyo is an interesting mixture of the ultra-modern and the "ancient Orient." Individually or together, each can lend itself to many different adventures in the city.

Espionage missions will, of course, be the most common, but mystical excursions can occur in and around the vicinity of shrines and temples. In one section of the city, Storm Knights can be run through the mazes of corporate sabotage, police pursuit and gun fights. In another, bizarre mythological demons run rampant in the countryside.

It is your job as the gamemaster to find the proper mix to keep the Storm Knights interested in Nippon. The Rauru Block needs your help just as much as they need the help of the Storm Knights. It is your creativity and imagination that decides who the ultimate victor shall be.

THE GAMEMASTER'S ROLE

Your role as a gamemaster in Nippon Tech is to keep the players in the dark. The world of espionage is a silent, secretive one. Power struggles occur in board meetings which the Knights (unless they own a company) are not privy to. Mega-corporations hire the Knights to wage war on each other and rarely give their rationales. Any Knight who asks too many questions will be passed over in favor of other mercenaries.

YOUR TOOLS

One very important thing for a character to keep in mind in a world of espionage, spies and secrets is, "Never let them know who you are." Unfortunately, this is far more difficult than it seems. 3327 is a very deadly foe, far more powerful than any Storm Knight. Any Knight daring a direct attack on the High Lord will likely be found somewhere in the rubble heaps of Asakusa.

The problem of detection begins with 3327's lieutenants. Every lieutenant, though not as deadly as 3327, should prove very troublesome for Storm Knights. They are all acting on 3327's behalf and are trying to move up in the power structure. Therefore, it is their duty to keep Storm Knight interference to a minimum. The more damage a Knight causes to a Kanawa property, the greater the chance 3327 himself will notice and step in. Should that occur, the lieutenant in question can expect a visit by the gentlemen of MarSec.

How does one determine just when a Storm Knight has crossed that border between daring and insanity? The optional rules below can help the gamemaster

determine just when the player characters have caused enough of a stir to warrant the attention of a High Lord. (Note that slightly modified versions of these rules can be used in other realms as well.)

FAME POINTS

Although the Storm Knights may be fighting a shadow war in Nippon Tech, it is important for them to gain glory because it provides a greater chance for Earth to force off the invading the High Lords.

Unfortunately, glory is a double-edged sword. The greater the fame accrued, the better the chance the Knights will earn the attention of the High Lords.

At the start of a Storm Knight's first adventure in Nippon, the gamemaster should begin keeping track of the character's Fame Rating. As the hero's escapades continue, his Fame should grow accordingly. Fame Points can be gained as shown on the chart on page 86.

All characters starts with Fame of 0. Fame points represent the following:

- | | |
|--------|--|
| 0 - 5 | 3327 is not yet aware of the Knights' presence |
| 6 - 10 | 3327 is not aware, but a medium official has noticed |
| 11-15 | Medium official considers the Storm Knights an obstacle to his plans and may act to remove them. Higher officials have noticed at this point, but 3327 has not |
| 16-20 | Higher official considers the Knight an obstacle and moves to stop him. 3327 still may not be aware |
| 21-25 | The higher official wants the Storm Knight killed. 3327 is well aware of his activities at this point, but leaves the matter to his executives |
| 26-30 | 3327 has begun to consider the Knight an obstacle and moves to have him removed |
| 31+ | 3327 desires the Knight's death along with proof that the deed has been done |

LAW AND POLITICS

Fame is not the only force working against a character in Nippon. The legal system is well in 3327's hands at this point as well. Adventurers that get too daring

FAME POINTS CHART

Fame Point Gains

# of Points	Event
+1	The Storm Knight's actions are witnessed or interrupted by minor Kanawa characters (Yakuza gang members) and reported
+3	Actions witnessed by mid-level officials (corporate researchers, Yakuza underdaimyo, MarSee agents) and reported
+5	Actions are witnessed by higher officials (Yakuza daimyo, 7710)
+10	Actions witnessed by Kanawa himself
+3 - +5	Storm Knights left behind tangible proof of their identity (fingerprints, images on video)
+1	Knights upset the plans of a mid-level official
+3	Knights upset the plans of a higher official
+5	Knights upset Kanawa's plans
+1	Knights caused low-level damage to a Kanawa property (grafitti, minor computer mischief)
+3	Knights caused medium-level damage to Kanawa property (still operable, but needs repair)
+5	Knights destroy a Kanawa property such as a research lab or warehouse
+1	Knights form a minor subsidiary company
+3	Knights form a holding company or engineer the takeover of a Kanawa subsidiary
+5	Knights form a mega-corporation or take over a holding company
+10	Knights take over a mega-corporation
+1	Knights attack a mid-level official
+3	Knights kill a mid-level official
+5	Knights attack one of the Yakuza heads or other high official
+10	Knights kill a high-level official
+1	Knights receive mass media coverage
+2	Knights achieve a <i>Glory</i> result
+3	<i>Glory</i> result is broadcast
+5	Media coverage inspires the masses to rebel
+10	Knights uproot a stela

Fame Point Losses

# of Points	Event
-2/month	Knights leave Japan and Nippon Tech
-5	Knights remove a vital witness to their actions before it is reported
-5	Storm Knight corporation declares bankruptcy
-10	Storm Knight is "reported" killed by media or lower official
-20	Storm Knight's death is witnessed by high official or 3327 himself (note: this does not always clear the Fame points as 3327 knows better than to always believe in a character's death).

may find themselves sitting behind bars in a short time. From here, they have two options: roll with the legal system or escape.

If the Knights remain in jail and they have proven to be an annoyance in the past, Kanawa may leave them there for a long time or simply have them killed. If the Knights try to escape, it works against them as well. Since many Japanese are still unaware of the invasion, it will look like the Knight is simply breaking out of jail. This will do quite a bit to tarnish one's reputation.

GETTING BY

The best way for the Storm Knights to get past these hindrances is to fight 3327 silently, subtly, and quickly.

If a Knight moves fast and does not mind spending every few months out of Japan, no fame ever builds up, no police become involved, higher officials may forget about their actions and 3327 may remain unaware of the Knight.

The Rauru Block has many agents within the Kanawa Corporation that can provide quick access to information on potential targets for sabotage, internal documents and other damaging goods. Scandals that erupt from within a Kanawa corporation can do far more damage than direct attack. After all, 3327's funds are nearly limitless and buildings can always be rebuilt.



GOOD GUYS AND BETTER VILLAINS

We close the gamemaster's section with a glance at many of the common and a few of the unique personalities that Storm Knights are liable to run across in Tokyo.

AYSLISH EMBASSY

Bran MacReady, Ayslish Ambassador

DEXTERITY 10

Dodge 11, maneuver 12, melee weapons 14, swimming 11, unarmed combat 12

STRENGTH 11

TOUGHNESS 12

PERCEPTION 9

Divination magic 11, find 10

MIND 8

CHARISMA 11

Charm 13, persuasion 15, taunt 13

SPIRIT 8

Faith (Dunad) 12, intimidation 13, reality (Aysle) 12

Possibilities: 11

Arcane Knowledges: fire 1

Spells: none

Equipment: Hides, furs and helmet, armor value TOU+3/15; battle axe, damage value STR+5/16

Description: MacReady is a member of Ardinay's Knights of Light. He is a Viking who turned against Uthorion. Not ideally suited to be a diplomat due to a tendency to act before he thinks, MacReady is serving as ambassador while he recovers from battle wounds.

THE DELPHI COUNCIL

Major Charles Moreland, Chief Administrator, Tokyo Branch

DEXTERITY 11

Dodge 12, fire combat 14, maneuver 13, unarmed combat 13

STRENGTH 10

TOUGHNESS 11

PERCEPTION 11

Evidence analysis 13, find 12, language (Japanese) 13, tracking 14

MIND 10

Survival 14, test 12

CHARISMA 9

Charm 12, persuasion 12, taunt 12

SPIRIT 8

Intimidation 14, reality (Core Earth) 12

Possibilities: 15

Equipment: Militech HornetSMG, damage 18, ammo 10, range 3-15/40/80

Description: Major Moreland is a middle-aged, former military man who now works for the Delphi Council. He is extremely loyal to the Council and supports its ties to the Kanawa Corporation.

BLACK LOTUS

Taizou Mishima, Black Lotus Leader

DEXTERITY 12

Acrobatics 14, maneuver 13, martial arts (Shao-Lin) 16, melee weapons 14, stealth 14

STRENGTH 12

TOUGHNESS 9

PERCEPTION 9

Find 11, tracking 11, trick 10

MIND 10

Medicine 12, meditation 13, test 13

CHARISMA 9

Charm 11, persuasion 10, taunt 11

SPIRIT 9

Faith (Buddhist) 10, reality (Nippon Tech) 14

Possibilities: 19

Equipment: claws, melee weapon held like an ice pick and raked across an opponent, damage value STR+5/17

THE KATANA**Misato Yoshihiro, Gang Member**

Reality: Nippon Tech (transformed)

DEXTERITY 10

Dodge 13, fire combat 11, lock picking 13, melee weapons 12, running 11, stealth 11, unarmed combat 11

STRENGTH 9**TOUGHNESS 9****PERCEPTION 9**

Find 11, trick 12

MIND 7

Streetwise 10, survival 9, test 9

CHARISMA 8

Persuasion 9, taunt 10

SPIRIT 8

Intimidation 9

Possibilities: none

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50

TOKYO LIBERATORS**Standard Tokyo Liberator Executive**

Reality: Core Earth/Nippon Tech

DEXTERITY 7

Dodge 8, fire combat 8, unarmed combat 9

STRENGTH 7**TOUGHNESS 7****PERCEPTION 9**

Evidence analysis 12, find 11, language 10, trick 11

MIND 10

Business 15, , science (computers) 13

CHARISMA 9

Persuasion 10

SPIRIT 7**Additional Skills:** two at +1 adds**Possibility Potential:** some (45)

Equipment: Misaki XE laptop computer, executive ledgers

HANTU LTD.**Standard Black Marketeer**

Reality: Unknown

DEXTERITY 8

Dodge 10, fire combat 9, maneuver 9, melee weapons 9, stealth 9, unarmed combat 9

STRENGTH 8**TOUGHNESS 8****PERCEPTION 9**

Evidence analysis 11, find 10, forgery 10, trick 11

MIND 7

Business 8, test 9

CHARISMA 9

Charm 11, persuasion 10, taunt 10

SPIRIT 7**Additional Skills:** two at +1 adds**Possibility Potential:** some (35)

Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40; Sony Talkman; Sony Talkman Scrambler; Sony Talkman Descrambler

THE RAURU BLOCK**Standard Operations Arm Member**

Reality: Core Earth/Nippon Tech

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 10, stealth 12, unarmed combat 10

STRENGTH 8**TOUGHNESS 9****PERCEPTION 8**

Disguise 10, find 9, tracking 9, trick 9

MIND 8

Test 9

CHARISMA 7

Charm 8, persuasion 8

SPIRIT 7

Intimidation 8

Additional Skills: three at +1 adds**Possibility Potential:** some (35)

Equipment: Varies. Usually includes an automatic pistol, camera, radio and lockpicks

THE SCARLET DRAGON SOCIETY**Scarlet Dragon Assassin****DEXTERITY 13**

Acrobatics 14, dodge 15, long jumping 14, maneuver 16, martial arts (Red Lotus) 17, melee weapons 16, missile weapons 14, running 14, stealth 16

STRENGTH 10

Climbing 12

TOUGHNESS 10**PERCEPTION 10**

Find 12, scholar (Japanese history) 12, tracking 13

MIND 9

Medicine 10, survival 12, test 11

CHARISMA 8**SPIRIT 8**

Faith (Shinto) 11, reality (Nippon Tech) 10

Possibilities: 14

Equipment: Katana, damage value STR+6/16; wakizashi, damage value STR+4/14; samurai armor, value TOU+7/17; great bow, damage value STR+7/17, range 3-10/60/250

THE SONS OF THE WIND**Standard Sons of the Wind Member**

Reality: Core Earth or Nippon Tech

DEXTERITY 10

Acrobatics 13, maneuver 13, martial arts (various) 15, melee weapons 13, stealth 14, unarmed combat 13

STRENGTH 8

TOUGHNESS 8

PERCEPTION 7

Find 9, tracking 8

MIND 7

Test 9

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 9

Intimidation 10

Possibility Potential: some (25)

Equipment: Ceremonial robes, weapon appropriate to martial arts style

THE YAKUZA

Standard Yakuza Soldier

Reality: Nippon Tech

DEXTERITY 9

Dodge 10, fire combat 13, melee weapons 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Disguise 9, find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Taunt 9

SPIRIT 7

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (50)

Equipment: SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; electronic lockpick

SERVICE 7

Jean-Francois Tourmont, Service 7 Agent

DEXTERITY 11

Dodge 14, energy weapons 13, lock picking 12, melee weapons 12, stealth 14, unarmed combat 12

STRENGTH 9

Climbing 11

TOUGHNESS 9

PERCEPTION 9

Disguise 12, evidence analysis 12, first aid 11, forgery 10, land vehicles 10, language 10, scholar (business) 13, tracking 11

MIND 11

Business 12, science (computers) 12

CHARISMA 9

Persuasion 11

SPIRIT 8

Intimidation 9, reality (Cyberpapacy) 10

Possibilities: 13

Equipment: GWIGod Light, damage value 24, ammo 50, range 3-10/25/40; disguise kit; first aid kit; miniature camera, GWI Hallomesh, armor value TOU+5/14; Cyberware: NeuraCal, Trigon Hercule cyber arm +4 with Integral Weapons unit, BelleScan. Cyber value: 11



THE NILE EMPIRE

Professor Furioso

DEXTERITY 12

Dodge 13, fire combat 15, maneuver 13, melee weapons 13, stealth 14, swimming 13, unarmed combat 16

STRENGTH 11

TOUGHNESS 10 (16)

PERCEPTION 10

Air vehicles 13, evidence analysis 13, find 11, first aid 11, trick 12

MIND 11

Artist (actor) 12, medicine 14, science 13, weird science 16, willpower 12

CHARISMA 9

SPIRIT 10

Reality (Nile Empire) 13

Possibilities: 8

Equipment: Leather jacket, armor value TOU+2/20; .45 Automatic, damage value 16, ammo 7, range 3-10/15/40; detective kit, pocket watch, radio detector & bugs, black bag (medical supplies); Furioso plane,

speed value 6000/4000/21

Powers: super attribute (2), value TOU +6, adventure cost 6

Description: Prof. Furiouso is a semi-retired Terran hero, best known for his exploits involving the Furious Plane, a supersonic rocket plane of his own design. He is currently an entertainer at the newly opened Cosmicland East's Nile Empire shows.

His greatest nemesis is the former Nile villain Dr. Tzin (see below).

Doctor Tzin

DEXTERITY 9

Dodge 10, fire combat 12, lock picking 11, stealth 12, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Air vehicles 13, disguise 14, evidence analysis 14, land vehicles 12, mathematics 13, scholar (master criminal) 16, trick 14

MIND 13 (19)

Engineering 14 (20), medicine 14 (20) science (computers) 14 (20), weird science 17 (23)

CHARISMA 8

Persuasion 10, taunt 11

SPIRIT 10

Intimidation 14, reality (Nippon Tech) 12

Possibilities: 24

Equipment: Whatever he can get his hands on. Unless it is super-secret or under VERY tight security, you can assume Tzin is able to get hold of it

Powers: super attribute (2) value MIND +6, adventure cost 6

Description: Doctor Tzin (pronounced "Zin" — the T is silent) was once one of the most brilliant Terran heroes. Together with his childhood friend, Professor Furiouso, they thwarted evil at every turn. Then Mobius came to the Tenth Empire and they followed. On the journey here, Furiouso and Tzin were separated. When they next met, Furiouso discovered that his longtime companion had been swayed to Mobius' side.

Today, Tzin continues to work his evil throughout the world, but now it is primarily for his own ends, not Mobius'. Despite having lost a reality storm to a Nippon Tech Storm Knight, Tzin remains a brilliant and dangerous villain. Storm Knights doing battle with him had best be ready for the fight of their lives.

THE KANAWA CORPORATION

Standard Kanawa Executive

Reality: Nippon Tech

DEXTERITY 7

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Land vehicle 11, scholar (business) 12, trick 10

MIND 10

Business 15, science (electronics) 12, test 11

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (50)

Equipment: Office supplies, computer, cordless phone, briefcase

KASHI

Standard Kashi Agent

Reality: Nippon Tech/Marketplace

DEXTERITY 8

Dodge 9, stealth 9, one combat form (fire, melee or unarmed) 10

STRENGTH 7

TOUGHNESS 8

PERCEPTION 9

Disguise 10, evidence analysis 10, find 10, scholar 10, trick 10

MIND 9

Business 11, science (computers or electronics) 12, test 10

CHARISMA 8

Persuasion 9

SPIRIT 7

Additional Skills: three at +1 adds

Possibility Potential: some (35)

Equipment: Communications: personal briefcase, computer software, electronic tools

PRIESTS OF PALAN

Standard Priest of Palan

Reality: Nippon Tech/Marketplace

DEXTERITY 8

Martial arts (various) 9, melee weapons 9, stealth 10

STRENGTH 8

TOUGHNESS 7

PERCEPTION 8

Find 9, scholar (religion) 9

MIND 7

Meditation 9, science (various) 8

CHARISMA 9

Persuasion 10

SPIRIT 9

Faith (Palan) 12, focus 12

Additional Skills: three at +1 adds

Possibility Potential: some (45)

Miracles: *Detect deception, spirit flight, spirit quest, bless and common ground* are all acceptable miracles. The *Staff of Palan* miracle is required (see page 105 of the *Nippon Tech* sourcebook.)

Equipment: Staff of Palan, damage value STR+3/11

THE SHIKI

Standard Shiki Revolutionary

Realm: Nippon Tech

DEXTERITY 9

Dodge 10, fire combat 12, martial arts (various) 10, melee weapons 11, stealth 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, first aid 9, trick 9

MIND 7

Survival 8

CHARISMA 8

Charm 9, persuasion 9, taunt 9

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (45)

Equipment: Varies, nothing more expensive than ¥14,000 unless stolen.

ORRORSH

Djinni

DEXTERITY 13

Dodge 14, flight 16, stealth 14, unarmed combat 16

STRENGTH 12

TOUGHNESS 17

PERCEPTION 14

Tracking 15, trick 15

MIND 15

Test (16), willpower (16)

CHARISMA 8

Taunt 15

SPIRIT 13

Faith (Orrorshan evil) 16, intimidation 14, reality (Orrorsh) 15

Possibilities: 10

Natural Tools: electric shock, damage value STR+5/17; supernatural flight, speed value 15

Powers: animate, possession of electronics

Corruption Value: 19

Fear Rating: 2

Perseverance DN: 14

Weakness: Magnets

True Death: EM pulse

Description: The Djinni is a technologically-oriented Orrorshan Nightmare that can manipulate or possess electronics. It manipulates them through the *animate* power (see *Creatures of Orrorsh*). It can possess computers through the *possession* power.

To enter a computer and manipulate its central processes, Djinni must generate a *Spirit* total of 10 (13, if the computer is shielded against EMP). If the computer is connected to a phone line, it can move along those at light speed to other phones, faxes or computers.

Djinni was created by the Gaunt Man to wreak havoc in 3327's computers, a task which it has found exceedingly easy to accomplish.

THARKOLD

Techno-Demon

Reality: Tharkold

DEXTERITY 10

Dodge 14, energy weapons 14, fire combat 12, flight 15 (18), melee weapons 12 (15 defense), missile weapons 12, stealth 11, unarmed combat 15 (18)

STRENGTH 16

Lifting 18

TOUGHNESS 16 (21)

PERCEPTION 10

Alteration magic 13, divination magic 13, find 14 (17), first aid 11, land vehicles 12, tracking 14, trick 12

MIND 11

Apportation magic 14, conjuration magic 14, test 15, willpower 15

CHARISMA 9

Persuasion 11, taunt 13

SPIRIT 11

Faith (Cult of the Dominant) 16, intimidation 16

Additional Skills: two at +1 adds

Skill Notes: Most techno-demons have the arcane knowledges *folk* 3, *entity* 3, *inanimate forces* 2 and *living forces* 2. Some have additional arcane knowledges, but only magical specialists have greater than +3.

Possibility Potential: some (45)

Natural Tools: teeth, damage value STR+2/18; talons, non-cybered limb, damage value STR+3/19; wing strike, *unarmed combat* to hit, damage value STR+7/23; wings, speed value 10

Equipment: Res-14/Alph laser, damage value 25, ammo 30, range 3-150/400/2000. Cyberware: Nanocord, windsniffer (+3 to *Perception* or *find* skills using smell, as noted above); balance-wires (+3 to skills using agility, noted in parentheses above); interdermal plate, armor value TOU+5/21; talon, enhance normal talons to STR+5/21; cyberwings (+3 to push for *flight*, lifting while flying); life cyber; 3-slot chipholder. Cyber value: 16.

LOCATIONS

THE KANAWA BUILDING

The Kanawa Corporation has its headquarters on the Etai dori in Tokyo, only a few blocks from the main offices of the Bank of Japan. The corporate headquarters is 75 stories tall and houses the main offices not only of the parent company, but also of a number of its subsidiaries. Also included in the skyscraper are a shopping arcade, a nightclub and 12 floors of private apartments.

The building's elevator only travels as high as the 72nd floor for most riders. To continue to the top three stories, the rider must submit to a retina scan. If he is not cleared for access, the elevator will jam between the floors and automatically notify security. 3327 alone knows the access code which causes the the car to continue on to the indoor heliport. When the proper controls are manipulated, the slanted roof of the building opens, allowing the Kanawa Corporation helicopter to take off.

3327's office and penthouse are located on the 75th floor of the building. A large desk sits at one side of the room, facing a huge picture window that looks out over Tokyo. Behind the desk is a bank of television monitors, which broadcasts images of the other rooms in the penthouse, the corporate board rooms of Kanawa's subsidiaries, and the living quarters of 3327's lieutenants. Security cameras are mounted in the High Lord's office and every room of his living quarters.

The monitor screens are controlled by a console on 3327's desk. Also on the desk are a telephone and a personal computer linked to the mainframe.

The other major features of the office are four trophy cases, containing some of the great works of art and

antiques 3327 has plundered from this cosm. He takes care not to include in those cases any artifact taken from another realm.

3327's living quarters consist of a living room, dining room, kitchen, bathroom and master bedroom. The kitchen is fully automated, the microwave pre-programmed with the settings for the High Lord's favorite dishes. The centerpiece of the living room is a large, sunken heated pool in which 3327 relaxes while watching monitor banks.

3327 spends a great deal of time in the penthouse, only occasionally traveling to his Osaka and Kyoto residences (see below). His corporate office is used most often for "Ryuchi Kanawa's" business meetings.

Security in the Kanawa Building is tight. In addition to 3327's omnipresent security cameras, a uniformed security force of 90 roams the building's corridors and a number of heavily armed "undercover" Yakuza operatives are stationed inside as well as (the exact number varies, but usually ranges between 10 and 30). Often, Yakuza gangsters posing as winos and bums will loiter on the sidewalk and in the alleys near the building, prepared to challenge anyone who attempts a break-in. There are no accurate estimates of the number of corporate ninja who may stalk the edifice as well.

The building is also protected by a highly-sensitive alarm system, consisting of infrared beams criss-crossing at varying heights in front of the doors and windows on the lower floors. Inside, random corridors are equipped with pressure-sensitive tiles: anyone walking down those corridors after working hours without first passing a retina scan will cause that section of the building to be sealed off and flooded with a powerful sleeping gas (damage value 16).

KANAWA BUILDING ADVENTURE HOOK

Recent stock assaults mounted by Windigo, Inc. have revealed tremendous amounts of liquid capital, far more than would be expected based on their annual earnings report. Checks of major banks have uncovered no signs of any bond issues or other types of financing, but the Rauru Block is facing a fierce struggle to hold on to its smaller subsidiaries in the face of Windigo's maneuvers.

The truth of the matter is that Windigo is shoring up its financial position using Yakuza funds which have been sent through the Kanawa money-laundering network. Documents on the Windigo computers might expose the firm's ties to the Yakuza, but they are too well-protected for hackers to penetrate and steal them. The Knights will have to break into the heavily-protected Kanawa Building and make their way to the Windigo offices to get the appropriate files. If none of the Knights have the *science* (computers) skill, it might be wise to bring a Kashi hacker along with them.

NIJO CASTLE

Although located in Kyoto, rather than Tokyo, Knights trailing 3327's lieutenants out of the city could well wind up here. Nijo Castle was built in the 17th

century and in the distant past served as the site of key imperial proclamations. Now it serves a more sinister purpose — as a private residence for 3327.

The castle was purchased by the city in 1939, but 3327 was able to pour enough yen into the municipal coffers shortly after the invasion to be able to convince them to sell it. The conditions of the sale were that 3327 would be unable to make modifications to any of the buildings. This has prevented him from adding obvious security devices, although he has made some alterations to the ancient landmark.

The castle is actually two palaces, Ninomara and Katsura. The entire estate is surrounded by a 3.5 meter stone wall and a moat, which 3327 has had spiked with acid (damage value 16 per round that a Knight spends in the water). The water is two meters deep and 10 meters across. Beyond the moat there is another stone wall. There are two entrances which allow the moat to be crossed, the East Gate and the North Gate. Both feature wooden bridges, which are rigged to collapse at times when 3327 is not expecting visitors. There are two additional gates in the interior wall, on the south and west sides, but these do not have bridges.

Once inside the East Gate, the building immediately to the right is the former Kyoto administration building, which 3327 has converted into a guardhouse. Approximately 30 corporate ninja reside here, while 10 Nagara Security 44TS robots patrol the grounds at all times. In addition, concealed "tiger pits" filled with sharp stakes await the unwary in various places.

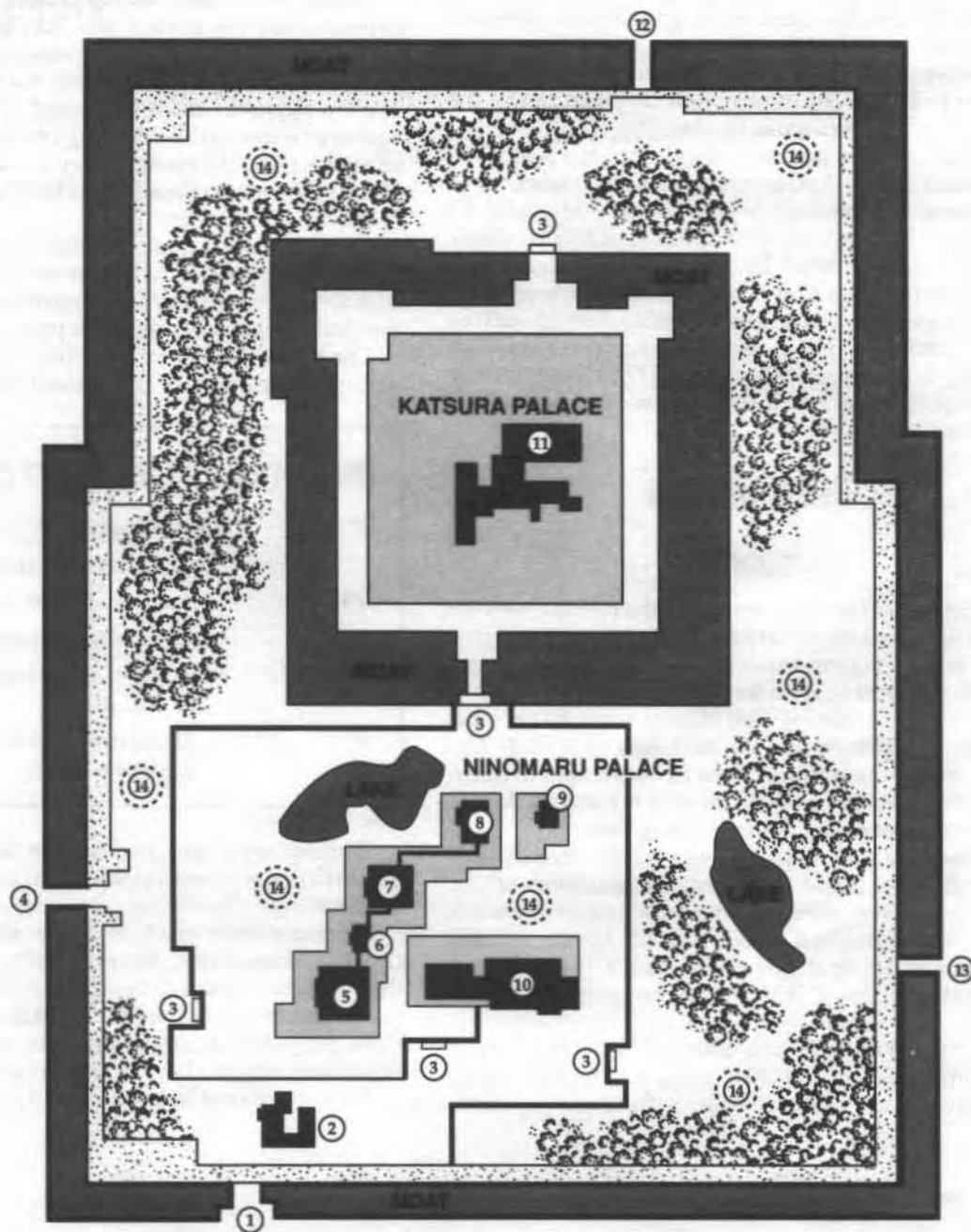
Passing through two more gates, the visitor finds himself before Ninomaru Palace, which consists of four buildings linked together by corridors and a fifth set apart and surrounded by its own stone wall. The first building is the Samurai Hall, which features a collection of ancient weapons and armor; the second, a large Reception Hall for formal banquets; the third, an Audience Hall where petitioners once met with representatives of the Emperor; and the fourth, guest apartments for visitors. The corridors are wooden and set up a horrifying creak at any footfall. Only adept ninja who have passed the rice-paper test can travel to these halls without alerting others to their presence.

The fifth building is Shiro-shoin (private apartments), and contains the elaborate Jodan-no-ma (Hall of the Imperial Emissary).

To the west of Ninomaru Palace is another set of stone walls and another, smaller moat. The water in this pool is pure and only about 1.5 meters deep, though 10 meters across. However, the floor of the moat is fitted with shackles (*Strength* 14) which automatically grab the ankles of anyone who breaks the sensor beam built into the stones that line the sides. This allows 3327 to hold captives there until he grows weary of them and has them shot.

Katsura Palace is a huge, ornate building which 3327 makes home on the infrequent occasions when he visits. The palace features over 100 rooms, and is linked by computer with the High Lord's Tokyo penthouse. The building is protected by 25 MarSec agents who make up an elite bodyguard for 3327.

NIJO CASTLE



KEY

- | | |
|---------------------------------------|-----------------------|
| 1. East Gate | 8. Art gallery |
| 2. Administration building/guardhouse | 9. Private apartments |
| 3. Gate | 10. Kitchens |
| 4. Southgate | 11. Katsura Palace |
| 5. Samurai hall | 12. West gate |
| 6. Reception hall | 13. North gate |
| 7. Audience hall | 14. Tiger pit |

NIJO CASTLE ADVENTURE HOOK

Breaking into Nijo Castle without an army to support you is not a wise maneuver. But this is exactly what a Storm Knight has attempted, and he was captured with relative ease by MarSec agents. 3327 is in Tokyo at the moment and he has reportedly sent MarSec instructions to torture what information they can out of the prisoner and then dispose of him.

The situation is serious enough, but the Knight in question is aware of plans to stage a hostile takeover of a Kanawa undersubsidary, a move that could be blocked by 3327 and cause the collapse of a Rauru Block firm. The Knight must be rescued by his comrades before he is broken and gives this information to MarSec. With the absence of electronic security devices such as retina scanners on the grounds, the Knights may wish to use the human element against 3327, relying on their *disguise* skills to get into Katsura Palace and break their friend out.

NEW SKILLS

TRAINING

On page 20 of the *Torg Rulebook*, the cost is given for acquiring new skills. One of the major factors in the cost is whether the person acquiring the skill is being taught the skill or learning it on their own.

The optional *training* skill (*Charisma*-based) is used to teach another person the first add of a skill. The person doing the training must have the skill in question, with at least one add. This skill is a macro skill — a single roll covers an entire training session.

At the beginning of a training session, several decisions must be made. First off, the duration of the training must be decided, with a base time of one week being most common. Second, both the trainer and the trainee must decide if they are training to the exclusion of all other activity. If not, they are considered *distracted*.

Finally, the trainee must decide if he is *committed* to the training. Being *committed* indicates that the trainee will purchase the skill at the end of the training period,

regardless of whether or not said training was successful. A *committed* trainee must purchase the skill add at the end of the training period, regardless of the cost.

At the end of the training period, a *training* total is generated by the person who has been acting as the teacher. Possibilities may be spent on this roll, but only by the trainer — the student may not spend on this roll, nor can *Supporter* cards be played. If the training total equals or exceeds the difficulty number, the training is successful and the student may acquire the initial add of the skill for two Possibilities (see page 20 of the *Torg Rulebook*).

If the training is unsuccessful, a committed student must acquire the skill at the standard cost for the initial add, five Possibilities. If he is not *committed* to learning the skill, he may choose not to purchase the add at all.

The base difficulty of a *training* attempt is 8, adjusting using the Training Modifiers Chart below.

TRAINING MODIFIERS CHART

DN	Condition
+2	Trainer has skill at only one add
+3	Trainer or student is <i>distracted</i>
+3	Student is not <i>committed</i>
+4	Skill being taught cannot be used unskilled
+5	Skill not native to trainer's or student's reality

Training may also be used to lessen the cost of improving skills beyond the initial add as per the *Torg Rulebook*.

A trainer may teach multiple students using the One-On-Many table. Several trainers may combine their efforts — use a *coordination* difficulty of 8.

A character with the *training* skill may specialize in skills related to a single attribute, such as *Perception* skills, and may trademark specialize in a single skill.

Training **cannot** be used unskilled.



THE KANAWA CORPORATION

"HOLDING COMPANY TO THE WORLD"
RYUCHI KANAWA, CEO

SHODAN

M • E • T • A • L • S

"SOLID AS STEEL"

ISE SAMAYURA, CEO

GAMEMASTER PROPS

The letterheads on the previous page can be used as gamemaster props. Simply photocopy the letterhead on to a piece of paper and then write or type the note you wish beneath it. Then you can present it to the players as instructions from the Rauru Block or intercepted Kanawa Corporation communications.

There are a number of other things that can be used as props when running Nippon Tech adventures. Many major newspapers carry daily reports on the Nikkei stock market index, which can be used to help craft and manage your own mega-corporations.

Keep in mind that Nippon Tech is a realm heavy with espionage. Many common things can be used as props in these adventures — rolls of film, tape cassettes, videotapes, etc., could contain secret information or messages from informants. If you have them available, cellular phones, battery packs and TV/VCR remote controls can all be used as Kanawan gadgets.

A neat thing you can do with a tape recorder is tape the player characters' "private conversations." Position the recorder behind your gamemaster screen, and after making the Knights an offer, give them a chance to discuss it among themselves. When they begin, hit the "record" button. When they go back to their prospective employer, he has all their voiced suspicions about him on tape to play back for them.

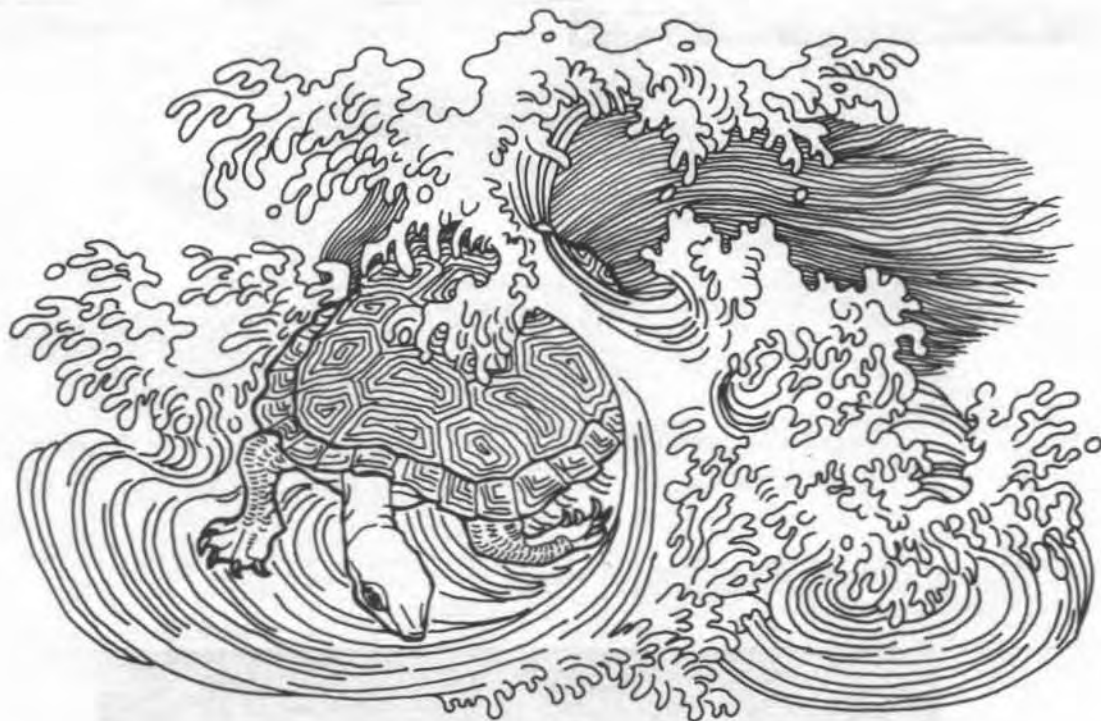
You can also use photographs, either newly taken or clipped from a newspaper, to good effect. A photo of a person could be the missing corporate executive the Knights are seeking. A picture of an office building

could be the Knights' target for the evening. Perhaps a photograph of one of your players arm-in-arm with someone proves he is unwittingly involved with a Kanawa spy, and the other players should beware of what they say around him.

Another interesting example of things you can do when running a Nippon adventure is the "soda gambit." Say you are playing a mega-corporation executive interviewing the Storm Knights. At some point, you stand and ask them if they would like a beverage. Then pour them all some soda, and after they drink it, call for a *Toughness* roll. It seems the drink was drugged — those Knights who fail the roll will wake up at a murder scene with blood on their clothes, perfectly framed.

There are, of course, other props you can manufacture yourself. Perhaps a dead corporate ninja has been found, with train tickets to Osaka on his person. The Knights can get on the train, not knowing where they might end up or who might be waiting for them. Or he might have been carrying financial reports on a Kanawa subsidiary that would allow a Knight with a mega-corporation to strike a devastating blow in the markets.

Above all else, be imaginative. Remember that even the smallest of props can aid immeasurably in your players' efforts to get into your adventure. Give them something they can look at or use and suddenly they'll feel like they truly are a part of the world you're describing. And players who feel that link with the game universe roleplay better and make for more exciting game sessions for everyone.



NEW EQUIPMENT

Major developments have been made recently in the field of robotics. Mitsuyana Motors, Omi Electronics and Konban Electronics have all released new models capable of protecting home or office.

Gamemaster Note: Robots have no possibility potential, nor can they be *charmed* or *persuaded*.

KANAWA B-5 COMBAT ROBOT "ONI"

This unit was originally designed for use on the battlefield. When mechanicals proved inadequate for such uses, the Oni became popular in the private sector as a deadly guardian robot.

The Oni is equipped with an Impala chain gun on its right arm and a hand-laser on its left. Its massive figure (three meters in height) makes it worthy of the name "Oni," a horrific demon that lives in the hell of Japanese mythology.

In addition to its arm-mounted weapons, the Oni sports four lethal Kanawa Sprite missiles for anti-vehicle capabilities. Another advanced feature is its neural net computer brain that can record and "learn" intrusion techniques from assailants.

The drawback to the Oni is its cost, a prohibitive ¥500 million.

History: Originally developed for combat situations in the West, the Oni was unable to handle the stress of battle. It became "confused" when surrounded by large numbers of enemies and constant explosions overloaded its sensors. It was finally recalled after a unit accidentally opened fire upon the purchaser's own troops. Now it is used primarily for factory or large lot defense.

Evaluator's Comments: Much too expensive for the package. Although it outdoes just about anything for massive fire power, its unreliability in tense situations make it too much of a risk.

Kanawa B-5 Combat Robot "Oni"

DEXTERITY 12

Dodge 14, fire combat 18, unarmed combat 15

STRENGTH 10

TOUGHNESS 17

PERCEPTION 12

Find 15, trick (20)

MIND 10

Test (20)

CHARISMA 3

Taunt (20)

SPIRIT 3

Intimidation (20)

Equipment: Impala chain gun, damage value 23, ammo 600, range 3-40/150/400; hand laser, damage value 17, ammo 20, range 3-30/100/200; Kanawa Sprite missiles (4), damage value 29, range 10-100/250/400

Note: When surrounded by more than four targets, a *Mind* check must be made against a difficulty number of 10 + one per opponent. This check must be made each combat round. A failure indicates the robot has become confused and will fire randomly on all available targets until it recovers (successful check or targets reduced to four or less).

NAGARA SECURITY 58BR, "NURIKABE"

In a field crowded with heavy combat robots, Nagara Security's Nurikabe is the true monster. It was based on the concept of a "moving wall" to protect facilities from fierce assault with heavy weapons. The robot is a reinforced metallic wall three meters square and a full meter thick. It is equipped with a mounted chain gun, four Kanawa Sprite missiles, a pair of powered manipulators (for arms) and caterpillar tracks for movement. Its cost is set at ¥200 million.

History: The Nurikabe was designed for both the field and home protection. An infantry unit can use the Nurikabe as a movable shield as they enter into combat and private clients can use it for protection of research facilities.

Evaluator's Comments: The Nurikabe is an interesting model, but it has its share of problems, the primary being its mobility. Its weight and the caterpillar track system have slowed the robot to a speed of 15 kilometers per hour. Another flaw is the radiator, which is located in the rear of the robot. A *vital blow* that penetrates the back and does a *heavy wound* or more to the radiator (TOU 12) causes the robot's motive system to overheat within three rounds. The machine will then stop moving, but it can still fire its weapons.

The major advantage of the Nurikabe is its stability and armor, which allows it to ignore *knockdown* and KO results.

Nagara Security 58BR "Nurikabe"

DEXTERITY 6

Energy weapons 12, fire combat 12, unarmed combat 10

STRENGTH 18

TOUGHNESS 22

PERCEPTION 7

Trick (10)

MIND 5

Test (20)
CHARISMA 3
Taunt (20)
SPIRIT 3
Intimidation (20)

Equipment: manipulators (2), damage value STR+3/21; mounted Impala chain gun, damage value 23, ammo 600, range 3-40/150/400; Kanawa Sprite missiles (4), damage value 29, range 10-100/250/400; armor, value TOU+7/29; caterpillar tracks, speed value 4/15/25

NAGARA SECURITY 168T "NURARIHYON"

The Nurarihyon is a small, fast and inexpensive robot. It was designed to handle corporate break-ins and can quickly run through hallways and up or down stairwells. This bipedal robot is lightly armored and is armed with two hand lasers.

This model is very affordable at only ¥900,000, but buyer beware, see the history below.

History: 3327 ordered some very interesting features included in this product. All units of the Nurarihyon line are equipped with a voice-recognition password feature. The model sold well due to the low price, unaware that Kanawa's corporate ninja could deactivate the robot through use of the password and carry out sabotage to their heart's content.

The Nurarihyon comes with an "as is" contract that relieves Kanawa of any liabilities associated with the robot. You get what you pay for.

Evaluator's Comments: 3327 almost had us fooled with this one. Fortunately, the offer seemed too good to be true, so I did a little investigation. After I checked it out, I found the microprocessor that held the password feature. With some more work, I found that it can also be reprogrammed to attack on the same password. It makes a nice surprise for those corporate ninja. If you've got a decent computer technician, I suggest picking up a few of these beauties.

Nagara Security 168T "Nurarihyon"

DEXTERITY 8
Fire combat 13, running 12, stealth 9, unarmed combat 12
STRENGTH 14
TOUGHNESS 15
PERCEPTION 7
Find 12, trick (12)
MIND 7
Test (20)
CHARISMA 5
Taunt (20)
SPIRIT 3
Intimidation (20)

Equipment: hand lasers (2), damage value 17, ammo 20, range 3-30/100/200

NAGARA SECURITY 132UW AMPHIBIOUS "KAPPA"

The Kappa is an amphibious robot designed for guarding waterfronts, named for a mythological creature that did the same. Its entire body has been waterproofed and is streamlined so as to handle activities

underwater. It can see below the surface by using sonar and its mobility is provided by a high-pressure water jet. Weaponry consists of a spear gun and a torpedo launcher.

The Kappa runs in the neighborhood of ¥50 million.

History: In Japanese mythology, the Kappa were malicious spirits that lurked in rivers and streams, often near bridges. They had the body of a tortoise, limbs of a frog and head of a monkey. Like the trolls of the West, they waited beneath bridges and dragged unwary travellers to their deaths in the water. They would also sneak up on swimmers and devour them.

The Kappa robot was designed to protect the drainage pipes of corporations along a waterfront. All too often, saboteurs utilize the pipes to gain entrance to a facility and damage vital equipment, without guards being aware of their presence. The Kappa has also been used occasionally by Metro police to clear out the sewers.

Evaluator's Comments: This specialized robot is well-designed and fairly quick underwater. Unfortunately, because it is intended for that environment, it has had to work without some of the heavier armors that other defense robots enjoy.

The only major problem with the Kappa is if the water seals break, it can short-circuit its computer controls. It has a tendency to go berserk when this happens.

Nagara Security 132UW Amphibious "Kappa"

DEXTERITY 10
Fire combat 15, swimming 15
STRENGTH 12
TOUGHNESS 15
PERCEPTION 8
Find (sonar) 13, trick (15)
MIND 5
Test (15)
CHARISMA 3
Taunt (15)
SPIRIT 3
Intimidation (15)

Equipment: spear gun, damage value 14, ammo 10, range 5/10/25; mini-torpedo, damage value 21, ammo 5, range 30/100/250; sonar, use *find* value; waterjet, speed value 12/1000/60

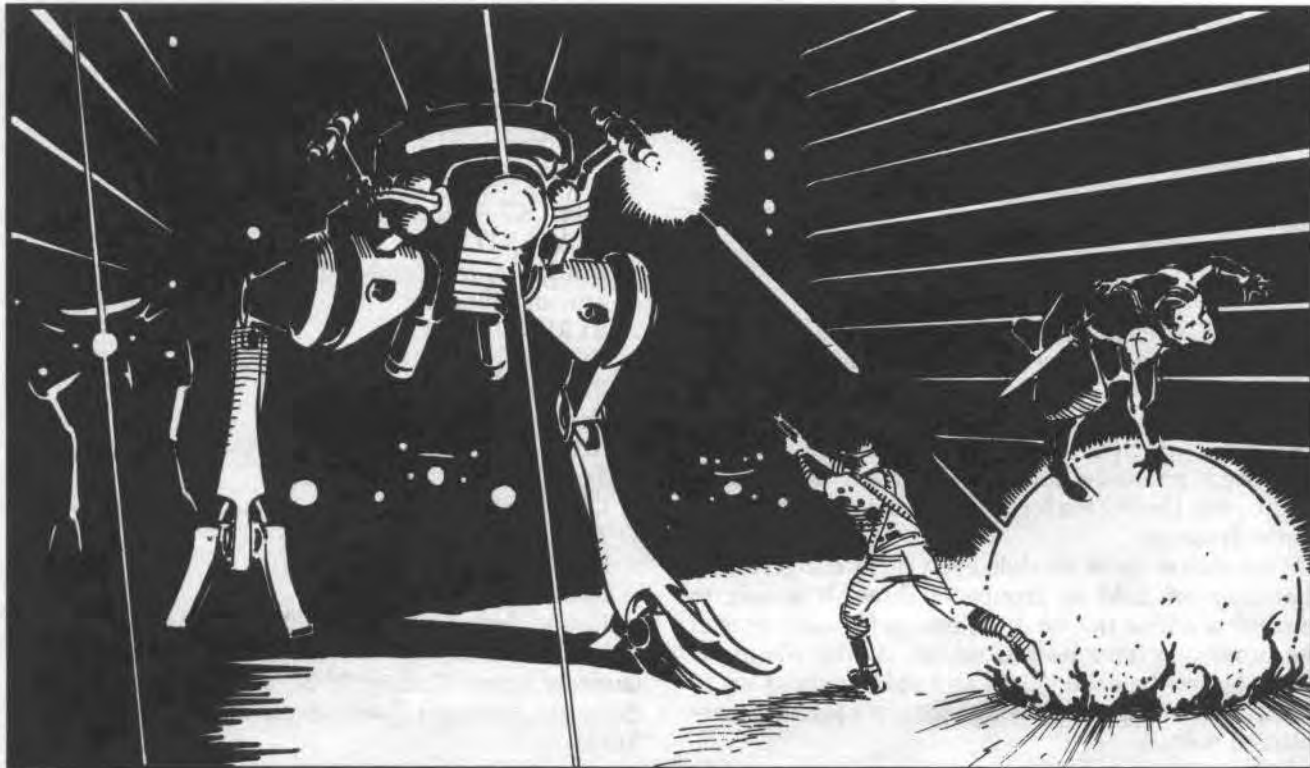
MITSUYANA ROBOT ESCORT "IZUNA"

The only robot made by the Mitsuyana Motors Corporation is the Izuna, a small unmanned armored car. It was designed as an escort vehicle for transport trucks. It comes equipped with a grenade launcher and an Impala chain gun.

Its method of stopping an enemy is to disable their vehicle with grenades, then proceed to destroy the enemy with the chain gun. It is capable of firing both without taking a multi-action penalty. Its appearance is that of a miniature tank, complete with tracks for off-road performance.

The Izuna has just become available to other corporations for ¥75 million per unit.

History: 3327 was becoming more than a little annoyed at Storm Knight interference with his truck



convoys, so he ordered Mitsuyana to develop this vehicle/robot. Three or four can be expected to accompany future convoys.

Evaluator's Comments: A cute toy, but nothing more. It suffers from the same problem as other robot vehicles, remove its mobility and you've removed its power. A successful *vital blow* at the treads can pretty much disable an Izuna and then it's merely a waiting game until the transport vehicles abandon their protection.

Mistuyana Robot Escort "Izuna"

DEXTERITY 10

Fire combat 15, maneuver 15, missile weapon 15

STRENGTH 11

TOUGHNESS 17

PERCEPTION 10

Find 12, land vehicles 15, trick (18)

MIND 5

Test (15)

CHARISMA 3

Taunt (15)

SPIRIT 3

Intimidation (15)

Equipment: grenade launcher, damage value 22, ammo 20, range 1-10/40/100; Impala chain gun, damage value 23, ammo 600, range 3-40/150/400; tracked-wheel, speed value 13/1500/1000

KANAWA L-1 FLYING DEFENSE ROBOT "ITTANMOMEN"

The Ittanmomen is a miniature robot helicopter designed to prevent intrusion above the ground floor. It has no limbs, instead relying upon turret-mounted lasers to bring its victims down. The Ittanmomen normally remains attached to a small charging unit on a

building rooftop. It is notified of approaching intruders through a series of sensors placed along the edge of the rooftop which are capable of detecting flying items within a quarter mile. When it lifts off, its bottom turret drops down and locks on to the target it was warned about.

The basic robot package, complete with sensor array costs ¥120 million.

History: Shortly after 3327 arrived on Earth, he was plagued by numerous flight-capable Storm Knights. Ayslish mages and priests used spells to fly, Nile heroes had jump jets and flight belts and others came up with a variety of ways to attack from the sky. The Ittanmomen was designed to protect roof entrances and side windows and requires very little in the way of storage.

Evaluator's Comments: I am impressed by the efficiency of this robot. It has made rooftop espionage much harder. The helicopter is quick, maneuverable and deadly. It is not easily fooled by random targets, ignoring creatures that are less than .33 meters in size unless they actually land on the rooftop.

Its only noticeable weakness is the small battery supply. In order to remain small and quick, its battery functions for only fifteen minutes before requiring a recharge. Designers insist that this is more than adequate for the required duties, and I agree.

Kanawa L-1 Flying Defense Robot "Ittanmomen"

DEXTERITY 12

Energy weapons 15, flight 15

STRENGTH 15

TOUGHNESS 16

PERCEPTION 8

Find 13, trick (20)

MIND 5

Test (15)

CHARISMA 3

Taunt (15)

SPIRIT 3

Intimidation (15)

Equipment: hand lasers, damage value 17, ammo 20, range 3-30/100/200; rotors, speed value 16/6000/4000

HANTU JK7 ASSAULT ROBOT

The JK7 is designed for one thing and one thing only: combat. One of the few robots on the market whose structure is that of a humanoid, the JK7 may walk like a man, but it fights like a platoon. Armed with twin-mounted Komatsu highbeam lasers and a chest-mounted grenade launcher loaded with GF-9 improves, the JK7 is a force to be reckoned with in any battle situation.

What makes these models even more dangerous is that they are sold in groups of three. It is rare to encounter a lone JK7 on duty, unless for some reason the other two have been disabled. Armor plating is good, better than the "Oni" and able to stand up to small arms fire for long enough to turn a few attackers into red mist.

History: Not much is known about the JK7's background (understandable, given its manufacturer). But it has scored a number of impressive victories against intruders in Hantu warehouses, even having been introduced only weeks ago. The two meter tall mechanoids are enough to give the average industrial saboteur fatal pause.

NEW GADGETS

Prices given are listed in yen. The current price in dollars can be determined by dividing by the amount listed by 125.

Item	Price (Value)
35mm Camera	12,500 (10)
Lens, Magnification	12,500 (10)
Lens, Fish Eye	10,000 (10)
Wire-Tap Gear	500,000 (18)
Pollution Detection Device	28,125 (12)
Briefcase Comm. Gear	1,250,000 (20)
Decontamination Spray	3,125 (7)
Electric Generator	10,000 (10)
Flash Pellets	3,750 (8)
Flash Goggles	12,500 (10)
Handcuffs, standard	25,000 (12)
Handcuffs, reinforced	50,000 (13)
Laser Torch	31,250 (12)
Personal Newsfinder	250,000 (17)
Photo Enlarger	125,000 (15)
Tracking Observation System	3,750,000 (23)
Voice Recorder/Masker	187,500 (16)

Evaluator's Comments: Impressive. Powerful. Deadly. You name it, the adjective applies. You don't want to run into a JK7 in a dark alley. Pay no attention to those rumors that the robot is just a guy in a tin suit — I've seen them in combat, and they react faster than any human being I've ever seen.

Hantu JK7 Assault Robot

DEXTERITY 13

Dodge 14, fire combat 21, heavy weapons 17, unarmed combat 16

STRENGTH 12

TOUGHNESS 21

PERCEPTION 13

Find 17, trick (25)

MIND 9

Test (21)

CHARISMA 5

Taunt (22)

SPIRIT 5

Intimidation (23)

Equipment: Komatsu highbeam laser (2), damage value 23, ammo 10, range 10-40/80/150; grenade launcher, ammo 12, range 10-20/30/100; GF-9 improved grenades, damage value 22, explosive burst radius 0-2/5/10

KONBAN AUTO-CONSTRUCTOR K80-MK2 "HIDA"

The Hida robot is a second generation construction robot that has been enhanced for defense. It is a man-sized robot with hydraulics that are capable of lifting steel I-beams. It is also equipped with a rivet gun and laser welding torch that can be used as weapons. As a multi-purpose robot, the Hida costs ¥75 million.

History: The first model of Hida was used as a construction robot for Rauru Block companies. But after numerous incidents of sabotage by the Yakuza, the robot was redesigned to defend the buildings as well as build them.

When human construction workers leave, the Hida can continue to work into the night and serve as a defense robot. Anything that enters a construction site after they are armed will be attacked.

Evaluator's Comments: The Hida is slightly below average for a combat robot. Its size and alternative functions make the Hida slower than many other robots, but it is very tough in close quarters. Melee and martial arts experts are strongly warned against getting in physical combat with these robots. They are almost unfailingly accurate with their weapons and can crush steel girders with their hands. If you are in the market for a good, multi-purpose robot, this is it.

Konban Auto-Constructor K80-Mk2 "Hida"

DEXTERITY 10

Fire combat 12, unarmed combat 13

STRENGTH 20

TOUGHNESS 18

PERCEPTION 10

Find 12, trick (12)

MIND 7

Science (construction) 12, test (20)

CHARISMA 3



Taunt (20)

SPIRIT 3

Intimidation (20)

Equipment: rivet gun, damage value 14, ammo 200, range 1-10/25/40; laser welder, damage value 15, ammo 50, range 3/5/10; speed value, 7/100/60

ADVENTURING GEAR

35mm Camera: This standard, hand-held camera can take normal photographs. Images in the picture remain clear up to 35 meters.

Lens, Magnification: This separate lens can be attached in place of the standard lens on a camera. It extends the range of the camera 100 times, up to a full 3.5km.

Lens, Fish Eye: This lens, when used instead of a normal one, provides a full 180-degree range instead of the normal 120- to 90-degree arc. However, images captured on the extra arc will be slightly blurry.

Wire-Tap Gear: This includes a variety of espionage-oriented devices. Various clamps, wires and listening gear allows a spy to tap into most major styles of communication. Phone lines can be tapped for conversations, modem communication and faxes.

Successful use of the gear requires a *science (electronics)* total of 12. A failed check may still work, but either the sender or the receiver of the transmission may become aware of the tap.

Pollution Detection Device: This device is a small hand-held item which reports changes in background pollution levels. It must be programmed for the desired condition, and will then inform its operator of environmental changes.

PRICES IN TOKYO

For an idea of how the prices of the above items compare with other consumer goods, here is list of common products and their prices in Tokyo.

All prices are in yen.

Item	Price (Value)
Automobile, new	1,300,000 (21)
Automobile, used	600,000 (19)
Bicycle	40,000 (13)
Bus fee	180 (1)
Computer	500,000 (18)
Computer disk	75 (0)
Hotel, cheap	2,000 (7)
Hotel, fair	10,000 (10)
Hotel, expensive	70,000 (14)
Meal, cheap	380 (3)
Meal, expensive	17,500 (11)
Parking lot (hourly)	2,000 (7)
Parking lot (monthly)	40,000 (13)
Portable radio player	20,000 (12)
Suit of clothes, poor	1,400 (6)
Suit of clothes, blue collar	7,000 (9)
Suit of clothes, executive	42,000 (13)
Suit of clothes, fashion	70,000 (14)
Television	30,000 (12)

The initial programming takes approximately ten minutes and severe changes are detected within five seconds. Its audio signal can be disabled for silent espionage missions.

Briefcase Comm. Gear: This is the briefcase that no

corporate executive should be without. It contains: a 6 inch television monitor, a laptop computer, cordless telephone, modem and fax machines that can be plugged into standard phone lines and a tape recorder. There is also space for a newspaper and two to three small notebooks.

Decontamination Spray: Asuga Aerosols has brought over a new spray from Marketplace. This product is capable of reducing pollution levels as high as class 3 in a standard room down to acceptable levels.

Electric Generator: This is a small, man-portable power generator. It has a ten-liter gas tank that can supply normal household power for a full day.

Flash Pellets: These small caplets contain a chemical solution that ignites in a blinding flash upon contact with the air. It can be burst open by throwing it against any hard surface. Unless safety goggles are being worn or eyes are in some other way protected, a victim will be blinded for six rounds.

Flash Goggles: Due to the frequent use of flash pellets, flash goggles are a worthwhile purchase. These goggles effectively eliminate the effects of the pellets. A contact lens version can also be obtained, but they are generally scorned because they are a bit too dark for normal vision.

Handcuffs, Standard: The standard pair of steel handcuffs has a *Toughness* of 13. *Lock picking* totals of 10 are required to escape these cuffs.

Handcuffs, Reinforced: A better stronger alloy is employed in these handcuffs. It gives them a *Toughness* of 16 and increases the *lock picking* difficulty to 15.

Laser Torch: This is the standard laser torch used in the construction industry in Tokyo. It is capable of

welding a steel door shut in eight rounds and can burn through two meters of steel in only four.

Used as a weapon, the torch has a damage value of 15 and ranges of 3/5/10. This is the same torch that is utilized by the Konban Auto-Constructor robot.

Personal Newsfinder: The Nikkei Stock Exchange runs a short-wave news station for the Tokyo area. Any corporate executive that must know the immediate news, political or financial, can purchase a personal newsfinder from Nikkei. It has a range of 60 kilometers. A full world and financial news report is given every half hour.

Photo Enlarger: This device can enlarge any negatives or photographs and is often used by espionage agents. It can be fully set up from its briefcase container in under ten minutes. The enlargement process takes about five minutes and can reproduce photos up to 20 times their original size.

Tracking Observation System: The TOS (or R-TOS for its remote capability) is a flying surveillance device. The .33 meter, globe-shaped video camera can be operated from as far away as two kilometers. The transmission is clear and is light sensitive to allow it to send images from unlit rooms. The images are received on a 2.25 cm monitor which sits above the flight control pad. Its globe-shape allows for it to be rotated in any direction and the battery pack lasts 12 hours. It has a *Toughness* of 12.

Voice Recorder/Masker: Occasionally, every spy must make a phone call to deceive unfriendly forces. The VRM system is capable of holding 25 separate voice patterns and can translate the user's own voice into one of those stored. It is undetectable unless the listener generates a *Perception* or *evidence analysis* total of 15.

MARTIAL ARTS

In the wake of the Possibility Wars, new martial arts maneuvers and styles have been being developed as well as rediscovered. Teachers of these new styles are currently employed at *dojo* throughout Japan, educating Storm Knights and others in the sometimes lethal combat skills of the Orient.

THE MANEUVERS

As in the *Nippon Tech* sourcebook, martial arts maneuvers listed in this book are broken up into *minor*, *major* and *master* disciplines. *Minor* disciplines are the least powerful of the three.

Game effects apply to both martial artists and non-martial artists. **All damage values listed below include the base STR+2 bonus.** Unless otherwise specified in the maneuver description or with the benefit of a flurry round, a character can never use two *martial arts* maneuvers during the same round.

MINOR DISCIPLINES

Fade: this maneuver allows the martial artist to slip away from an incoming blow. Fade can be used for either active or passive defense, and provides a DEX+2 bonus to sidestep an attack.

Fade can only be employed against *unarmed combat*, *martial arts* or *melee weapons* attacks. It cannot be used against *fire combat* or *missile weapons* attacks (see *missile dodge*, page 76 of the *Nippon Tech* sourcebook).

Hip Toss: when performing this maneuver, the martial artist grabs hold of an oncoming opponent and uses his own force to send him flying. The maximum distance the target can be thrown is four meters. (Distance is determined by the attack's success level — *Minimal/Average*, one meter; *Good*, two meters; *Superior*, three meters; *Spectacular*, four meters.)

Calculate the damage by adding the target character's weight value to the value of the distance thrown. Roll a bonus for the damage value and generate a damage total.

Example: *Ito* hip tosses a *MarSec* agent. The *MarSec* agent weighs 150 kilos (weight value 11) and was thrown three meters (distance value 3). The base damage value is 14 (11+3=14). The gamemaster rolls a 17 for a bonus of +4, making the final damage value 18.

The target of a successful hip toss must spend his next round getting up (unless he knows the *instant up* maneuver). *Hip toss* cannot be used in consecutive rounds.

Palm Strike: the martial artist using this maneuver can strike an opponent using the lower part of his palm, just above where the hand joins the wrist. This attack does STR+3 damage.

Shoulder Throw: the martial artist lifts his opponent into the air and tosses him over his shoulder, ending the maneuver by slamming the target on to the ground.

Damage is equal to the target's weight value +3.

Spinning Kick: martial artists who have mastered this discipline can make two *martial arts* attacks in the same round, on the same or different targets. Only one total need be generated if performed against a single target (the same bonus is applied to both strikes). If there are two separate targets, a total must be generated for each attack.

Spinning kick may not be used in consecutive rounds, and may never be used during *flurry* rounds.

THE MAJOR DISCIPLINES

Bow Master: this maneuver allows the martial artist to specialize in the use of the bow. He receives a +3 bonus to his acting value (*martial arts*) when using the bow. The martial artist must choose a particular type of bow (compound, crossbow, etc.) in which to specialize.

Knife Hand: this maneuver allows the martial artist to plunge his hand into his opponent like a knife. This blow delivers a damage value of STR+6 to the target. This maneuver cannot be used in conjunction with iron fist or stone fist to gain a greater damage total — they can only be used as separate and individual maneuvers.

Missile Master: this discipline allows the martial artist to select a particular type of missile weapon other than a bow (throwing stars, throwing daggers, etc.) and specialize in its use. He receives a +3 bonus to his acting value (*martial arts*) when using this weapon.

Nerve Punch: this powerful strike is used against an arm or leg of an opponent, and should be treated as a *vital blow*. The damage value is thus STR+6. On a *Superior* success, the target's limb is numb and useless for two rounds. On a *Spectacular* success, the target's limb is numb and useless for four rounds.

Resist Damage: the martial artist who masters this maneuver can eliminate damage through his total control of his body.

When he suffers damage, the martial artist must spend an action performing this maneuver. Difficulty

numbers are based on level of damage taken in the previous round:

DAMAGE RESISTANCE CHART	
Damage	DN
Shock/K/0	10
Wound	12
Heavy Wound	14
Mortal Wound	16

If the martial artist's roll is successful, the damage is eliminated as if a possibility had been spent. *Resist damage* can be used once every five rounds, and can only be applied to damage suffered in the previous round.

Sword Master: this discipline allows the martial artist to select a particular type of sword (shimsi, katana, rapier, broadsword, etc.) and specialize in its use. He receives a +3 to his acting value when using this weapon.

THE MASTER DISCIPLINES

Eye of the Hawk: this discipline allows the martial artist to apply his *martial arts* adds to a use of *find* or *evidence analysis*. This can be either a skilled or unskilled use of those skills. If the character has adds in *find* or *evidence analysis*, these are included in the final skill value.

Eye of the hawk costs one Possibility to use.

Example: Miko is at the scene of a murder and wishes to determine if the killer is still present, but concealed. Miko has only add in *find*, for a skill value of 11. He has six adds in *martial arts*, however, so he uses *eye of the hawk* to add his *martial arts* adds to his *find* value. His final skill value is 17.

Judge: this maneuver allows a martial artist to determine just how skilled his opponent is in combat. As in the *weakness probe*, the martial artist must spend a round studying her opponent (no actions other than *dodge* are allowed in this round). At the end of the round, the martial artist generates a *Perception* total a difficulty number equal to the target's *unarmed combat* or *martial arts* skill values (if the target has neither of those skills, use his *Dexterity* instead).

If the attempt to *judge* is successful, the martial artist learns the relevant skill value of his opponent.

Each use of *judge* costs one Possibility.

SAMPLE MARTIAL ARTS STYLES

SOKANTO STYLE

Maneuvers

1. Minor — shoulder throw (training: pebble snatch)
2. Minor — ki punch (training: riddle of the candles)

3. Minor — serpent's coils (training: log run)
4. Minor — fade (training: memory)
5. Minor — heart punch (training: cherry blossom)
6. Major — resist damage (training: brick break)
7. Major — spirit shout (training: blind log run)
8. Master — judge (training: appreciate sunrise)

AIKUCHI STYLE

Maneuvers

1. Minor — felling the oak (training: cherry blossom)
2. Minor — palm strike (training: board break)
3. Minor — stone fist (training: bucket walk)
4. Minor — hip toss (training: lure lark)
5. Minor — spring attack (training: pebble snatch)
6. Major — whirling attack (training: rice paper test)
7. Major — bow master (training: catch pigeon)
8. Master — eye of the hawk (training: conquer fear)

KONGORIKISHI STYLE

Maneuvers

1. Minor — spinning kick (training: rabbit chase)
2. Minor — leaping kick (training: bucket walk)
3. Minor — sacrifice kick (training: water test)
4. Minor — kick disarm (training: memory)
5. Minor — sweeping kick (training: log run)
6. Major — knife hand (training: arrow in the air)
7. Major — jump (training: catch pigeon)
8. Master — cyclone attack (training: conquer fear)

MIKOTO STYLE

Maneuvers

1. Minor — block/strike (training: board break)
2. Minor — weakness probe (training: pebble snatch)
3. Minor — lightning fist (training: rabbit chase)
4. Minor — drop kick (training: water test)
5. Minor — dragon flight (training: memory)
6. Major — sword master (training: blind log run)
7. Major — self-instruction (training: immobility test)
8. Master — death touch (training: conquer death)

MIKAMI STYLE

Maneuvers

1. Minor — entangle (training: rabbit chase)
2. Minor — ki punch (training: riddle of the candles)
3. Minor — missile dodge (training: pebble snatch)
4. Minor — stunning attack (training: bucket walk)
5. Minor — dagger dance (training: count the grasses)
6. Major — missile master (training: arrow in the air)
7. Major — healing (training: catch pigeon)
8. Master — power shout (training: appreciate sun rise)

MARTIAL ARTS MANEUVERS CHART

	Maneuver	Effect	Training
MINOR DISCIPLINES	Block/Strike	Block and attack in same round	board break
	Crushing Block	DEX+3	rabbit chase
	Dagger Dance	Maneuver	count the grasses
	Disarm	Target's STR+2	memory
	Dragon Flight	DEX +1 or <i>maneuver</i> +1	memory
	Drop Kick	Target's weight value plus distance value thrown	water test
	Entangle	Knockdown	rabbit chase
	Fade	DEX+2 to avoid attack attempt	memory
	Feint	Acts as trick	rabbit chase
	Felling the Oak	STR+4	cherry blossom
	Heart Punch	STR+6	cherry blossom
	Hip Toss	Target's weight value plus distance value thrown, automatic <i>knockdown</i>	count the grasses
	Ki Punch	STR+5	riddle of the candles
	Kick Disarm	Causes weapon to drop	memory
	Leaping Kick	STR+4	bucket walk
	Lightning Fist	make two attacks per round	rabbit chase
	Missile Dodge	DEX+2	pebble snatch
	Palm Strike	STR+3	board break
	Sacrifice Kick	<i>martial arts</i> +3, STR+3	water test
	Serpent's Coils	DEX+3	log run
	Shout of Warning	<i>Intimidation</i> attack	lure lark
	Shoulder Throw	Target's weight value+3	pebble snatch
	Spinning Kick	make two attacks in one round	rabbit chase
	Spring Attack	achieve <i>normal surprise</i>	pebble snatch
	Stone Fist	STR+4	bucket walk
	Stop Thrust	active defense	pebble snatch
	Strike	STR+2	board break
	Stunning Attack	<i>martial arts</i> +2	bucket walk
	Sweeping Kick	<i>knockdown</i>	log run
	Throw	weight value plus distance value thrown	riddle of the candles
	Weakness Probe	<i>martial arts</i> +1, STR+3	pebble snatch
	Weapon Break	STR+2	memory
MAJOR DISCIPLINES	Bow Master	DEX+3	catch pigeon
	Detect Lie	MIN+4	parry staff
	Flashback	Doubles bonus from <i>meditation</i>	blind log run
	Hail of Blows	strike four blows in two rounds	arrow in the air
	Healing	MIN+2	catch pigeon
	Invisibility	<i>Stealth</i> +4	immobility test
	Iron Fist	STR+6	break brick
	Jump	<i>long umping</i> +3	catch piegon
	Knife Hand	STR+6	arrow in the air
	Missile Master	DEX+3	arrow in the air
	Nerve Punch	STR+6	break brick
	Poison Immunity	TOU+3	immobility test
	Resist Damage	eliminate damage	break brick
	Self-Instruction	teach yourself maneuvers	immobility test
	Spirit Shout	SPI+3	blind log run
	Sword Master	DEX+3	blind log run
	Weapon Master	DEX+3	break brick
	Whirling Attack	Attack anyone within four meters	rice paper test
MASTER DISCIPLINES	Cyclone Attack	<i>martial arts</i> +2, STR+4	conquer fear
	Death Touch	15 points of damage	conquer death
	Eye of the Hawk	<i>martial arts</i> adds to <i>find</i>	conquer fear
	Judge	Learn target's skill value	appreciate sunrise
	Long Life	Life span equals <i>martial arts</i> value x 20	conquer death
	Power Shout	SPI+5	appreciate sunrise
	Thunder Kick	STR+5	break steel
	True Invisibility	<i>Stealth</i> +5	appreciate sunrise
	Wind Running	<i>dodge</i> +2, <i>maneuver</i> +2, <i>running limit</i> +2	conquer fear

GORDANRA RISING

The following mini-adventure should be read by gamemasters only. It should be run as a standard Nippon espionage adventure, until Gordanra makes his appearance.

PROLOGUE

In the days before Man, there roamed giant monsters, similar to dinosaurs but possessing of vastly different abilities. Giant apes ruled the jungles of countless South Pacific islands. Huge, flesh-eating bears roamed the North American plains, devouring the hordes of herd animals wherever they encountered them. And tremendous fire-breathing dragons flew about the volcanoes that would one day form Japan. This was the age of ...

GORDANRA!

Gordanra dominated the other beasts for thousands of years. In a society that respected might, Gordanra was the most powerful of all. Any challengers to his rule quickly discovered the horror of his fiery breath, and all too often, it was the last thing they ever discovered.

But like the dinosaurs, the great monsters mysteriously vanished. Some scientists believe a great asteroid struck the earth, burying them beneath mounds of ash and debris that blotted out the sun for hundreds of years. Others believed that they simply outgrew Mother Earth, and fled into the vast reaches of space. And still others believe that they merely went into hiding, fearing the terrible new monster that was evolving: Man.

But wherever they went, they were unable to stay hidden forever. Man, intent on destroying his own kind, began the horrors of atomic testing. These tests rocked the Earth with such tremendous force that the monsters could not remain asleep. Mother Earth called out to her children and pleaded for them to halt the devastation that Man was causing. Thus, awoke the ancient beasts.

Simians of great magnificence were roused by the towers of black fumes that rose from rubber and plastic plants in China. The Cave Bears returned to the plains of the Americas. From there, they sought out both the forces of Baruk Kaah and Core Earth. Life-loving edeinos began to bow before a new group of masters.

Huge dragons resurfaced in England to take on the forces of both Light and Dark. And lastly, Gordanra reassumed the mantle of leadership over them all. He rose out of the Bay of Tokyo, marking his birthright with a mighty roar. He had been summoned to cleanse the Earth and he was a willing servant. He began

quelling the pollution by sending his minions, fifty-foot serpents and enormous reptilian birds to attack the factories.

Truly, it was a magnificent sight. I envy them having been able to witness the rebirth of a legend, having been able to witness ...

"GORDANRA RISING!"

— Opening narration by American news reporter Ray Burmond in the 1992 Ichi Entertainment film, "Gordanra Rising."

THE MAJOR BEAT

"Gordanra Rising" is a one-act adventure for six to eight Storm Knights. It pits Storm Knights against the foul corruption of Kanawa and his pollution factories. The first scenes revolve around a mission of intrigue and sabotage. The Storm Knights are hired by Rauru Block agents to prevent Toranaga Chemical's release of a mind-altering substance into Tokyo's waters, a substance that, if successful, would turn its consumers into mindless slaves of Kanawa.

At the start, the Storm Knights are contacted by a Rauru agent who gives them a copy of the corporation's blueprints and an access key to the laboratories. From there, the Storm Knights must find a way into the building without arousing suspicion and break into the laboratory. Once inside, they must find a chemical labeled MD-90 and destroy it and any corresponding research. Once successful, the Knights can rest easy, worrying only about the usual pollutants in the water.

Unfortunately, during their raid, another creature has targeted the Toranaga building for sabotage. But he does not have quite the graceful hand that Storm Knights have. He wants to destroy the entire building, and perhaps a few of those around it. A huge, 20-meter tall monster has arisen from Tokyo Bay to prove that sometimes fact is far stranger — and more deadly — than fiction.

The Storm Knights must escape from the crumbling building before Gordanra destroys it. Afterwards, the Storm Knights can decide whether they wish to tackle the beast or let it loose upon downtown Tokyo.

ADVENTURE BACKGROUND

Researchers at Toranaga Chemical, a Kanawa subsidiary, have been working for the government to find a solution to the increasing pollution levels in Tokyo's waters. They accidentally discovered that one of their chemicals, MD-80, could be slightly altered to produce



the desired pollution-reducing effect as well as neutralize portions of the mind's free thought areas at the same time. The new chemical, MD-90, is slated to be deposited in the Sumigadawa River, which feeds into the Tokyo Bay and thus much of Tokyo's water supply.

The Storm Knights are contacted by a Rauru agent who wishes to hire them for espionage against Toranaga. He arranges a time and place for their first meeting where he will give them a copy of the corporation's blueprints and a pass key.

Unbeknownst to both the Rauru Block and Toranaga, the chemical company has another, much larger, threat headed toward it. The extension that Kanawa built into Tokyo Bay opened up a large gas pocket beneath the waters, the resting place of a beast right out of the Gordanra movies (actually, a creature from the Land Below who found his way to this cosm and has been hibernating ever since). This monster emerges from the bay during the Knights' raid on Toranaga.

SCENE ONE: MEETING MISCHIEF

THE SITUATION

Standard. The Knights (who should be brought to Tokyo prior to the adventure) are summoned to the Club Berlin in Roppongi. The punk thrashings of the Instruments of Sterilization fill the background while Rauru agent Machiko fills them in on the events at Toranaga.

Read aloud or paraphrase:

"A few weeks ago, our agent inside Toranaga discovered that scientists there are developing a new chemical called MD-90. They have been working for the city on a solution to the water pollution problem, but the results of their labors will be used to chemically brainwash Tokyo's residents. Combined with the rumors that we have been hearing about subliminal programming being broadcast by 3327's television stations, this could be disastrous. Members of the nationalist movement would suddenly become brain-dead, Kanawa-controlled zombies.

"We would like to hire you to break into Toranaga and destroy the new chemical. Our man was regrettably transferred to Osaka before he could do the job himself. He has, however, supplied us with a blueprint of the lower level of the building where the chemical is kept. Do you accept?"

THE ACTION

Just before the Storm Knights give their answer, one of the punk rockers that is slam-dancing bounces into their table. In the confusion, he whips out a switchblade and attempts to stab Machiko. The punk is actually a Yakuza gang member, and when the fray begins, four others join in.

Yakuza Soldiers (4)

DEXTERITY 9

Dodge 10, fire combat 13, maneuver 12, melee weap-

ons 10, unarmed combat 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Taunt 9

SPIRIT 7

Intimidation 9

Possibilities: none

Equipment: SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; spring-loaded stiletto, damage value STR+6/14

Machiko

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 10, stealth 12, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Disguise 10, find 9, tracking 9, trick 9

MIND 8

Test 9

CHARISMA 9

Charm 10, persuasion 10

SPIRIT 8

Intimidation 9, reality (Nippon Tech), 10

Possibilities: 1

Equipment: 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; armor vest, TOU+6/15

The spy that the Rauru Block had in Toranaga was not reassigned as Machiko believes. He was discovered earlier that week and terminated. A substitute has been sending the recent transmissions to the Rauru Block and the Yakuza gunmen were sent to recover the blueprints.

They will center their attacks against Machiko, believing that he has yet to pass the plans on. They will also open fire upon the Storm Knights if those worthies get involved. A riot breaks out in the club when the fight begins. Punk rockers gladly pull knives and small pistols to liven up the action.

FLAGS

If a *Personal Stake* card is played, Machiko is a friend or relative of a Storm Knight. To make the subplot more dramatic, have him killed or captured.

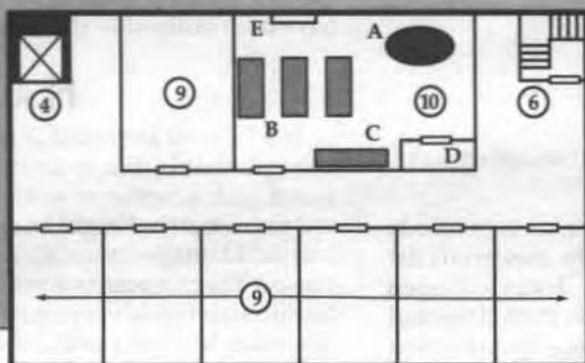
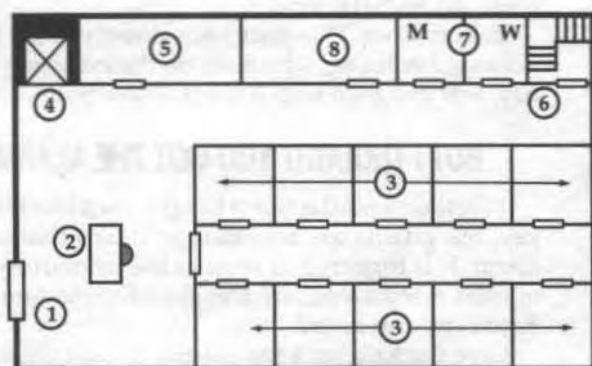
Or perhaps Kanawa intends to use the chemical in other cities if successful. Machiko lists some additional targets for brainwashing, which includes the Knight's hometown.

If a *Romance* card is played, Machiko falls for a female Storm Knight.

VARIABLES

If the Knights are *setback* during the fight, have the blueprints get stolen out of Machiko's car. If a *Suspicion* or *Mistaken Identity* subplot was played, have Machiko blame the Storm Knights for the theft. Lead them through an *ad lib* chase scene to recover the plans and clear their names.

TORANAGA CHEMICAL



KEY

1. Main entrance
2. Front desk
3. Corporate offices
4. Elevator
5. Conference room
6. Stairs
7. Bathroom
8. Supply room
9. Lab
10. Main lab
 - A. Chemical vat
 - B. Lab tables
 - C. Cabinet
 - D. Closet
 - E. Waste/dump hatch

If Machiko is slain during the combat, have him toss his car keys to one of the Knights before he perishes. *Setbacks* can interfere with this as well by either having the plans stolen or the keys intercepted by one of the punk rockers, who subsequently is engulfed by the crowd and lost.

CUT TO ...

Once the Storm Knights have the blueprints, cut to Scene Two. If they wish to, they may proceed without the blueprints — they simply will not know which areas are secured or in which laboratory the MD-90 is stored.

SCENE TWO: ENTRANCE TO ESPIONAGE

THE SITUATION

Standard. The Storm Knights must make their way through the building and reach the laboratory on the first sub-level. Machiko suggested that the Knights make a nighttime raid to minimize interference by civilians.

Read aloud or paraphrase:

The Toranaga building is still and silent this night. You can hear the lapping of the waves in Tokyo Bay and the cry of sea birds. They sound strangely anxious, as if sensing your presence and your intent. For

a scientific facility in thoroughly modern Japan, there is something ominous about Toranaga, something that sends a shiver down your spine.

Through the glass doors of the main entrance, you can see uniformed security guards at work. They seem unaware of you, but watchful. These men know that they are guarding something of importance to their masters.

You hear a metallic sound, a can crashing to the ground nearby. Suddenly, a small creature darts past you, its fur shining in the lights of the factory. It might have once been an alley cat, but something — perhaps eating the remains of the tainted fish of these waters — has caused it to mutate. It's a frightening reminder of what might happen to Tokyo if Toranaga's experiments are allowed to progress unchecked.

In the distance, sirens wail. The Metropolitan Police, no doubt, summoned to break up a riot. Not an uncommon occurrence in a place where, as one poet put it, "life isn't so sweet and someone gets the nerve to say so." You can delay no longer — it's time to enter Toranaga and accomplish your mission.

THE ACTION

The action in Scene Two will most likely be a series of gun battles between the Knights and Toranaga guards. It may occur in any of the locations below:

GROUND FLOOR

Main Desk: Two security guards are stationed here. If the Storm Knights managed to get the pass key from Machiko, the guards will allow them to pass freely. But they will cause trouble if the Storm Knights act as if they don't belong (i.e., are uncertain where to go, hassle the guards, etc.)

Toranaga Security Officer

DEXTERITY 9

Dodge 10, fire combat 12, running 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 10, trick 9

MIND 7

Test 9

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 10

Additional Skills: two at +1 adds

Possibility Potential: some (65)

Equipment: Kanawa KM11 pistol, damage value 18, ammo 12, range 3-10/25/40

The Elevator: Storm Knights must punch in a code before the elevator opens its doors. The blueprints list a code, but it is a false one. If used, the doors will open to allow the Knight to enter. The doors then close and the elevator begins to descend. It does not stop on the next floor, instead opening onto the second sub-level where a group of six guards await the characters.

If the Knights decide to enter their own code or did not receive the blueprints, they can get proper access on a *science (computers)* roll of 17 or better.

Corporate Offices: The ground floor as well as the upper floors are filled with office space. If the building is not completely destroyed, you can use it as a background for later espionage missions. Various corporation notes can be found throughout the offices.

Stairwell: The stairs lead both up and down but the doorways are locked. The pass key that Machiko supplies the Knights with will release the lock. Since the lock (and the key) uses a magnetic strip, break-in attempts will require a *science (electronics)* total of 17 rather than a *lock picking* total. If Knights force their way through the door (by ripping it off the wall), a silent alarm will be triggered.

SUB-LEVEL ONE

Elevator: See the description above.

Stairwell: See the description above.

Laboratories: A variety of in-progress experiments can be found in these labs. All of the doors are outfitted with the same magnetic lock system as the stairwell. If the Knights arrive at night, there will be no one down on this floor. The scientists leave for the day between 5 and 7 p.m..

Main Laboratory: This is the lab where the chemical is stored.

A. Large vat where a new batch of the chemical is incubating.

B. Various lab tables. Notes here give formulas for mixing the chemical.

C. Metal cabinet where older batches of the chemical are stored. It is locked, but can be broken into with a *lock-picking* total of 12 or more.

D. Storage closet. Various pieces of scientific equipment are stored successfully stolen and sold, the Knights could get ¥625,000 for it.

E. Trap door. This door leads directly to the bay. The Toranaga building, which sits on the extension over the bay, was designed with a direct access chute.

BUT I THOUGHT YOU GOT THE ALARM ...

Whether or not the Storm Knights used Machiko's pass key, the guards are informed of their presence by an alarm. It is triggered as soon as the laboratory door is opened. A separate alarm was placed on the door after the Rauru spy was found.

Give the Knights a few rounds to look about the lab before a squad of guards, three per Knight, arrive. They have been ordered to shoot to kill.

FLAGS

If a *Personal Stake* card is played, a Knight is accidentally splashed by one of the chemicals in the lab. (Have a guard grab a beaker of some greenish, bubbling liquid and throw it at the Knight.) As a result, he or she is horribly burned (damage value 20) and contracts a contagious disease. The character will need to try to find a cure for this disease after this adventure is completed. (Gamemaster's discretion how long said character has to live.)

If a *setback* occurs during the fight, the beaker is broken and the last of the chemical slides down a drain into the bay.

CUT TO ...

Midway through the fight the building is rocked by a tremendous impact. Lights flicker for several moments before going out entirely. Cut to Scene Three.

SCENE THREE:

CORPORATE COLLAPSE

THE SITUATION

Standard. The Storm Knights must flee from the collapsing building after another tremendous jolt. Wise Knights will attempt to make a break for the access port, but will be disappointed since it has been blocked by a fallen support beam.

THE ACTION

The characters begin this scene in rounds. The scene consists of an extended Dramatic Skill Resolution of *dodges, running* and *maneuvers*. For simplicity (and safety's sake), allow the Knights to use the best of those three skills to escape from the building. The difficulty is set at 14.

Each character must separately attain the A through D levels in order to escape from the building. They have ten rounds in which to escape. Below is the list of bad things



that can happen during their flight.

Failure: If a Knight fails to make a check, they zigged when they should have zagged. The end result is that they are hit by some of the falling debris and suffer damage value 16.

Possible Setback: Numerous events can occur to cause a setback. The door to the lab is jammed shut before the Knight can escape. The elevators or stairwell releases have ceased operation with the lights. The Knight loses some ground in avoiding debris. Any Knight hit by a setback loses one level of the Dramatic Skill checks.

Complication: As above, but they were also injured a bit in the setback. The Knight suffers damage value 17. Difficulty for further skill checks is increased by +1.

Critical Problem: An entire portion of the escape route is closed off and the Knight must retreat or be trapped. Try another escape route after suffering damage value 16.

Last Ditch Effort: Eventually, one of the Knights will probably need to do this. The difficulty increase is the standard +4.

FLAGS

If a *Mistaken Identity* card is played, a Knight looks back at a nasty spot he just got through and notices one of his buddies is still behind him. It also appears as if they are about to be cut-off by a falling ceiling. The person in the back is actually one of the guards that is trying to escape.

VARIABLES

If one of your Knights is still inside the building when it collapses, you can be a nice gamemaster and save him. Since the building is located right above the

bay, the Knight gets a second chance at escape through the muck-filled (yecchh) waters below the extension.

CUT TO ...

When the Knights have finished evacuating from the building, cut to Scene Four.

SCENE FOUR: MONSTER MASH

THE SITUATION

Dramatic. The Knights that are able to escape the building spot the cause of its destruction. Standing in the water at the edge of the extension is an enormous, bipedal lizard. Its size, stature, and appearance are remarkably like that of the movie monster Gordanra — so much so, one could almost believe that the special effects men had witnessed this creature before creating Gordanra. It also appears to be slightly upset and intent on causing a tremendous amount of damage.

THE ACTION

The action in Scene Four can involve a fight with Gordanra or an attempt to trick him into going away. He is a twenty-meter high lizard who is, if not invulnerable, very close.

The Knights can, if they wish, simply flee into the city and not confront the monster. However, if not stopped, Gordanra will continue to destroy major portions of the extension and probably some of Shinagawa before retreating back into the bay.

Gordanra

DEXTERITY 14

Maneuver 18, swimming 16, unarmed combat 20

STRENGTH 42

Climbing 43, Lifting 44

TOUGHNESS 42

PERCEPTION 8

Trick (15)

MIND 5

Test (20)

CHARISMA 5

Charm (35), persuasion (35), taunt (13)

SPIRIT 5

Intimidation (35), reality (Land Below) 9

Possibilities: 2

Natural Tools: claws, damage value STR+2/44; teeth, damage value STR+2/44; fire breath, damage value 37, range 125/250/500. Use of flame breath requires an *unarmed combat* skill check. Gordanra requires three rounds to "recharge" before firing a blast.

FLAGS

If a *Martyr* card is played, a Knight can draw Gordanra away from Tokyo. If the Knight jumps into the water and distracts Gordanra into following him, eventually the beast will lose interest in the extension. He will follow the character back into his cavern beneath the bay.

ADVENTURE AWARDS

The final award should be determined by what actions the Knights have taken during this adventure:

If Machiko survived the first scene, the Knights receive one Possibility.

If the Knights destroyed the MD-90 chemical and all related notes before Gordanra trashed Toranaga, the Knights receive three Possibilities.

If the Knights manage to defeat Gordanra, they can get a final four Possibilities for the adventure.

If the Knights fail to save Machiko, dispose of the chemical or defeat Gordanra, they had best leave town quickly and receive no Possibilities for this adventure.

ELDER GODS AND FAX MACHINES

The following is a mini-adventure set in Tokyo, Japan, within the realm of Nippon Tech. The adventure reflects the growing tension between the realms of Nippon and Orrorsh, and combines elements of secrecy and deception with horror and the occult.

GAMEMASTER NOTE

Since this is a mini-adventure, it has not been described in the detail normal for *Torg* adventures. The mini-adventure supplies a structure for an adventure, but many of the details need to be filled in or, as we say in Orrorsh...

Fleshed out.

INTRODUCTION

Hento Hirosoto sighed as he heard the familiar buzz of his fax machine. *Another distraction*, he thought. *Ah, well; it cannot be helped.*

Feeling the cold plastic of the fax machine while keeping his eyes on the computer monitor, Hento reached over and picked up the fax.

But even before Hirosoto looked at the paper, he knew something was ... wrong. As he tore it off, he felt the paper turn brittle and old. He looked down.

In his lap was an ancient piece of parchment inscribed with red and black letters and symbols. As he stared, open-mouthed, the symbols began to move and swirl, pooling in the center of the paper.

Gasping, Hento dropped the paper onto the floor and stood up quickly. He felt a shock as his right arm impacted with the computer monitor and knocked it over. Glancing reflexively at the machine, Hento nearly missed the large, dark shape that grew out of the paper and, in the blink of an eye, towered over him.

As the creature from the fax machine grabbed him, the last thing that Hento Hirosoto, Senior Vice President of Morinaka Exports and father of two children, thought was:

Now I'll never get those reports finished.

PROLOGUE

Even before the bridge from Marketplace descended on Japan, bringing with it the World Laws of that corporate realm, Kenji Morinaka, head of Morinaka Exports, had differences with his son Kanjen. Kenji (which means "second son Ken" in Japanese) took over the export company after his elder brother Genichi

("first son Gen"), betrayed the Morinaka Exports company to a competitor.

While Genichi was proved guilty and exiled, the younger Kanjen Morinaka blamed his father Kenji for usurping his position. Indeed, when the bridge from Marketplace dropped, the World Laws of Betrayal and Vengeance only heightened emotions already there. Kanjen became convinced that his father hated him and was only looking for a way to supplant him with one of the other vice presidents.

Then, one day, Kanjen was sent to Indonesia. After the Possibility Wars began, many of Morinaka's holdings abroad became unreachable, including those in the Orrorshan realm. After the exile of the Gaunt Man and the settling of the Victorians, Kenji decided he should try to reestablish ties with the southern holdings. He sent his only son.

Kanjen believed that his father was, by sending him to the Realm of Horror, trying to get rid of him, but he went nonetheless. In truth, Kenji believed that Kanjen was the only one he could trust to get the job done. But, since neither ever spoke to the other of their feelings, this was unknown.

In the process of reestablishing the offices in Orrorsh, Kanjen came under the eye of one of the Orrorshan Nightmares — Skutharka, to be specific. Skutharka saw great potential in the young man's hate and fear, and took great pains to allow this Kanjen to experience his "moment of crisis." Eventually, Skutharka was successful, and Kanjen became an Orrorshan stormer — in the service of the Nightmare.

Skutharka, eager to expand his influence into technological areas, sent his protege back to Nippon with orders to take over Morinaka Exports — at any cost. To help him, Skutharka taught the young man a series of occult rituals that would allow him to send demons — or "Elder Gods" as Kanjen insisted on calling them — over the phone lines.

Kanjen, not trusting his father, knew that he had to kill off any potential heirs to the throne of Morinaka Exports before he could kill his father and take over. Indeed, with the new, Marketplace-imposed laws, it was unlikely that even killing his father with him being the unspoken heir would get him anything.

Plus, Kanjen wanted revenge.

So, with Skutharka's aid and advice, he began a series of betrayals and murders that has drawn the Storm Knights into the web of fear that is Orrorsh, tempered with the deceit and betrayal of Nippon.

From the Desk of Kenji Morinaka, President of Morinaka Exports

DATE: 9/18/91

TO: All senior and junior executives

RE: The unfortunate deaths of Hento Hirosoto, Jinsen Kowasaki, and Mirena Tenkinsen

While we regret the unfortunate incidents of the past three nights, we at Morinaka Exports have not made a habit of panicking at the first sign of trouble. We will continue our operations as normally as possible, confident in the security of our building and grounds.

All staff and employees are advised that, because of the need for solidarity and mutual support, requests for leave have been indefinitely postponed, and sick calls will be scrutinized most thoroughly.

All questions about these killings by staff members and employees will be brought to my attention or the attention of the department heads *immediately*. All questions from outside the company are to be answered, "no comment."

Thank you for your cooperation.

A CONTACT IN TOKYO

The Storm Knights have been contacted by Chen Low, a Chinese Storm Knight currently employed as a trouble-shooter for Morinaka Exports. He has been contracted to solve the mysteries of the three murders before another one occurs. He has hired the Storm Knights to help.

Chen Low is a martial artist of the Tai Chi school (six levels acquired) and has all the skills of a private investigator. He became a Storm Knight after surviving an attack by MarSec agents on his village in China. Currently, he is working to get contacts within Tokyo so he can take revenge on Kanawa eventually.

THE MURDER SCENES

Each of the three vice presidents was murdered in his or her office on the twenty-fourth floor of the Morinaka Building. Each was alone in the office, and the security cameras and monitors outside the offices showed no one entering or exiting except the murder victim.

Inside the offices, which Chen Low will help the Knights investigate, is a gruesome scene. The murder victims were, apparently, torn or blasted apart, and the furniture and machinery in each office was almost all destroyed. If a Knight makes an *evidence analysis* or *Perception* total of 14 or higher on the furniture or the walls, she sees large claw marks as if a wild beast had raked across them.

In addition, if the Knights ask, or if they make a *Perception* or *evidence analysis* of 15 or higher, they notice that the sole surviving appliance in each office is the fax machine. It is blood-and-gore-spattered, but otherwise untouched. Near each of the fax machines is a crumpled and bloodstained piece of ancient parchment, about the size of a fax sheet, but brittle and old. There is no writing on any of the papers.

The three vice presidents, Hento Hirosoto, Jinsen Kowasaki, and Mirena Tenkinsen were killed on three consecutive nights. Hento was working late, Jinsen was, according to her notes, called in unexpectedly to the office by Kenji Morinaka, and Mirena was waiting for the company security team to arrive and escort her home.

If the Knights ask Chen Low what the execs were working on, he will claim he doesn't know — and their files are too destroyed to determine anything. He will refer them to the sole surviving vice president, Kanjen Morinaka.

KANJEN MORINAKA

Whether the Knights question Chen Low or not, they will eventually meet with Kanjen Morinaka. He is the sole remaining VP of the company, and it is he who they have been — effectively — hired to protect.

Kanjen is young, in his early twenties, but tall and strong. He has a strong presence and good business intelligence. Underneath, however, there is a touch of insecurity and fear. Of course, this can be attributed to the events of the last three nights.

When the Knights meet with Kanjen, he will greet them, but coldly. Kanjen does not like the idea of outsiders, especially Gaijin, if there are any westerners in the Storm Knights' party, prowling around the offices. His father, however, has insisted that he be protected.

Kanjen, if asked, will reluctantly reveal that the three murder victims were all working on counter-industrial espionage at the time of their demise, and he has been doing the same. It seems that another company (owned by the Kanawa Corporation, if the Knights make inquiries outside Morinaka) has been trying to leverage Morinaka into a buyout. Kenji Morinaka has been, so far, successful in resisting all takeover attempts, but this latest crisis could cause the company to lose enough face to push them over the edge.

KANJEN AND CHEN LOW'S PLAN

Although Kanjen Morinaka is not pleased at the Knights' presence, he is not one to waste resources. He has a plan that he and Chen developed to insure his safety. During this afternoon, the Knights will, their business apparently concluded, leave the Morinaka building. Then, six hours later, at seven o'clock, they will "break into" the Morinaka Building using Kanjen's pass key and their own stealth abilities to avoid detection.

The Knights will then sneak up to the twenty-fourth floor and into Kanjen's office, where they will hide. Kanjen himself has volunteered to remain in the office as "bait" for the trap. They will wait and jump the attacker when he (or it) arrives.

STORM KNIGHT VARIANTS

Both Low and Kanjen are the most comfortable with this plan, and will resist any major changes. If the Knights ask why they must sneak back into the building, they are answered that:

- No one knows who the murderer is, so it could be security;

- If they wait around, they may scare off the attacker, as he seems to know when the victim is alone;

- No one but Chen Low and Kanjen will know they are returning, so none of the employees can talk.

Kanjen will arrange for cameras and monitors to be "directed" away from the stairs and landings, and for the lights to be dimmed. He will also attempt to re-route the human security forces to other parts of the building at this time.

INVESTIGATION

The Knights should be allowed to investigate the area, make contacts, and have encounters within the lower levels of Morinaka and the surrounding city of Tokyo. The gamemaster should provide hints and clues that something "wrong" is happening at Morinaka; that people are getting very afraid; and that someone is trying to take over the company. Keep in mind, however, Kenji's memo to his employees when answering Storm Knights' questions.

THE TAKE-OVER

The take-over actually has nothing to do with this adventure; it was just an auspicious time for Kanjen to begin his plan. The take-over is a red herring Kanjen uses to detract attention from his activities.

THE "BREAK-IN": GAMEMASTER NOTE

The difficulty for the Knights' *stealth* and other related maneuvers should average, for the purposes of breaking into the building, about 14. This relatively low difficulty (comparatively speaking) reflects the help they get from Kanjen.

When the Knights "break in" (using Kanjen's card to open all the locks), they should not have to make more than five skill checks to get to the twenty-third floor — Kanjen has been efficient in his "sabotage."

AMBUSH!

However, when the Knights reach the twenty-third floor, there are a group of Morinaka security guards waiting for them. The only way to the separate stairwell that leads to the executive level is, effectively, through them.

This should appear odd to the Knights, as the guards are, truly, waiting for them. There are two per Storm Knight, and two are possibility-rated. They are well armed and armored, and they have orders — from Kanjen himself — to "stop the murderers from reaching him."

THE VOICE FROM ABOVE

Should the Knights get past the guards, they can make their way to Kanjen's office, only to find he is gone. On a *Perception* total of 10 or higher, however, they notice that the intercom on his desk is "open," apparently locked into another office. A *Perception* or *evidence analysis* or *science (mechanical)* total of 13 reveals that the button has been accidentally stuck down — this

was not planned.

The Knights, listening at the intercom, can hear voices. One is obviously Kanjen Morinaka, low and threatening, another is Chen Low's astounded and anxiety-ridden, while the third is a pain-soaked but dignified older voice that, presumably, belongs to Kenji Morinaka, Kanjen's father.

If anyone understands Japanese in the group, or if they can make a *language* total of 12 or higher, they determine that Kenji is claiming that he set up the vice presidents to be murdered and if he is not given complete control of the company, he will "let the creature loose" on his father. Kenji is resisting, but his voice is growing fainter, and Chen Low is both angry with Kanjen and anxious about "the creature" threatening him and his employer.

If the Knights wait around too long, they hear a scream and then static.

THE CREATURE FROM HELL

Upstairs, in Kenji Morinaka's penthouse office, a horror from *Orrorsh* has been transported in. It is a third-planting *Orrorshan* gospog — a were-tiger. The creature is being held in one corner of the room by Kanjen, who is holding a strange, multi-limbed amulet that glows a sickly yellow color.

When the Knights enter, the creature is threatening (or has killed, if they take too long) Chen Low. Kanjen is on the other side of the creature and a bleeding but alive Kenji is sitting on the floor across the room.

When the Knights see the gospog, they have to make a *Perseverance* DN of 12 or higher (see the *Orrorsh* sourcebook for details), but, because they have made it through the previous scenes, they start with a *Perseverance* rating of 10 (11 if Chen Low is still alive).

In order to deal with the gospog, the Knights must kill it in its monster form — a form it is trapped in until it kills Kenji Morinaka. When Kanjen sees the Knights, he will instruct it to kill them, and it will try, because he bears an amulet that keeps it from accomplishing its mission.

The amulet gives the bearer +15 to all attempts at *intimidation* versus this specific creature. When it kills Kenji, it will vanish, the ritual completed. If it cannot, then it will stay until it dies. It will kill anyone Kanjen tells it to until he loses the amulet. Then, if it can, it will turn on him.

Gospog of the Third Planting (Were-Tiger) Human Form

DEXTERITY 11

Dodge 13, fire combat 13, maneuver 12, melee weapons 15, running 16, stealth 15, unarmed combat 13

STRENGTH 9

TOUGHNESS 12

PERCEPTION 9

Find 15, first aid 12, language 12, tracking 13, trick 15

MIND 10

Test 15, willpower 12

CHARISMA 10

Charm 15, persuasion 12, taunt 12

SPIRIT 9

Faith (*Orrorshan* evil) 16, intimidation 14

Were-Tiger Form DEXTERITY 13

Dodge 15, maneuver 20, running 16, stealth 15, unarmed combat 16
STRENGTH 14
TOUGHNESS 12
PERCEPTION 10
 Tracking 13
MIND 7
 Test (18), willpower 15
CHARISMA 5
 Taunt (12)
SPIRIT 9
 Faith (Orrorshan evil) 16, intimidation 14
Possibility Potential: none
Natural Tools: claws, damage value STR+3/17; teeth, damage value STR+10/24
Powers: shape change, magical resistance, dark vision
Corruption Value: 22
Fear Rating: 1
Weakness: none
True Death: Can only be killed while in animal form.

THE TRUE MONSTER

Kanjen is a true Orrorshan monster. He has a True Death that he must be killed by a relative (a job Kenji will reluctantly perform) — and he knows and fears this. He is possibility rated but, if he disconnects, he loses the True Death “benefit” and all other Orrorshan powers and abilities until he can reconnect. Kanjen will tend to fight using Nippon weapons and abilities, however, as he was not long enough in Orrorsh to learn spells.

GAMEMASTER NOTE

The conflict with Kanjen and the were-tiger is the Dramatic Conclusion of the adventure. Flesh out Kanjen to fit your campaign and, by no means, restrict yourself to killing him off immediately, or to mundane abilities and powers. Make him interesting and devious; if he cannot win, he will flee, leaving the monster to cover his tracks.

AFTERMATH

After the Knights deal with Kanjen and the monster, they will have to deal with the consequences. If Kenji or, at least, Chen Low remain alive, they will be able to talk to the security force and convince them that they weren't the murderers that Kanjen said they were.

If Kanjen remains alive, he will, at the very least, try to make life difficult for the heroes and, if he was victorious, he will probably try to kill or blackmail them. Kenji, on the other hand, will be sad but grateful and will reward successful Storm Knights.

AWARDS

Saving Kenji from the were-tiger and killing it is a success, worth eight possibilities. Killing Kanjen but allowing Kenji to be killed is a partial success, worth four possibilities. If Kanjen wins or gets away after killing Kenji, award the Knights no possibilities.





C H A R A C T E R

T E M P L A T E S





CHARACTER RECORD SHEET

Geisha Girl

Player Name: _____

Character Name		Home Cosm		Marketplace		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Hvy Wound		Magic		2	
Weight		Mortal		Spiritual		Tech	
		Dead		8		24	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 10	Maneuver
Fire combat		DEX		Strength 8	
Maneuver		DEX		Toughness 8	
Martial arts		DEX		Perception 11	Trick
Melee weapons		DEX		Mind 9	Test
Stealth		DEX		Charisma 11	Taunt
Find		PER		Spirit 9	Intimidate
Language		PER			Reality
Trick		PER			
Artist		MIN		Weapons & Armor	Axiom Level S Range M L
Willpower		MIN			
Charm	3	CHA	14	Armor	
Persuasion		CHA			
Taunt		CHA			
Faith		SPI		Weapons	
Reality		SPI		Blowgun	18 24 3-10 25 50
				S-C stiletto	+6/14 24

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Haiku book	19				
Kimono	23				

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46
Roll	1	2	4	6	8	10	12	14	15	16	17	18
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E

Martial Arts		Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	Ax
Maneuver:	Maneuver:							

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



CHARACTER RECORD SHEET

Geisha Girl

Cosm: Marketplace

Background: You are part of a geisha heritage that extends for generations in your family. You worked for one of Kanawa's corporations as a corporate geisha, serving as an entertainer, companion, and artist.

You were brought over during the early days of the invasion, in order to do your part to keep morale high among the corporate raiders. Once in Nippon, however, you stumbled upon texts which describe this Earth's true spirit of Japan, and you realized that this is what you have been seeking for so long.

Using subtlety, you managed to contact people in the Rauru Block. They were delighted to find an "insider" loyal to the cause of the true Japan, and they recruited you immediately. Though your main duties still lie in the corporate world, you manage to find time to accompany Storm Knights on various "errands." But you must tread carefully, for discovery would mean death.

Personality: Shy, intelligent, and beautiful, yours is a world of peace and harmony, which you try to share with all. You try to resolve problems by using your communication skills. Still, you will fight when it is absolutely necessary.

Equipment: Miniature blowgun with 24 drugged needles (damage value 18, stun only, range 3-10/25/50); S-L stiletto damage value STR+6/14; musical



instrument of choice; book of haiku; kimono; ¥56,000

Quote: "We must not become so eager to do violence that we forget our true purpose: to bring peace and beauty back to the world."

Skill Notes: Your tag skill is *charm*. You must apply at least one add to an *artist* skill. Initial *martial arts* add costs three skill points.

NOTES



Player Name: _____

Character Name		Home Cosm Nippon Tech (trans.)			Possibilities
Age	Wound Level	Shock Damage	Magic	Social	10
Height	Wound		2	22	
Weight	Hvy Wound		Spiritual	Tech	
	Mortal	K O	8	24	
	Dead				

Skill	Add	Attribute	Value
Dodge		DEX	
Fire combat		DEX	
Lock picking		DEX	
Maneuver		DEX	
Melee weapons		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed combat		DEX	
Air vehicles		PER	
Forgery		PER	
Land vehicles		PER	
Scholar		PER	
Trick		PER	
Business		MIN	
Science		MIN	
Test		MIN	
Persuasion	3	CHA	12
Intimidation		SPI	
Reality		SPI	

Attributes		Approved Actions			
Dexterity	10	Maneuver			
Strength	11				
Toughness	11				
Perception	9	Trick			
Mind	8	Test			
Charisma	9	Taunt			
Spirit	8	Intimidate			
		Reality			

Weapons & Armor	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
.45 Colt Auto.	16	20	3-10	15	40

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Grapplegun	23				
Electronic lock pick	24				
Electronic safecracker	24				
35mm Microcamera	23				
Transport vehicle					
(choice)	24				
Work clothes	24				
Dress suit	24				

Bonus Chart	
Die Roll	<div> <div>3</div> <div>5</div> <div>7</div> <div>9</div> <div>11</div> <div>13</div> <div>21</div> <div>26</div> <div>31</div> <div>36</div> <div>41</div> <div>46</div> </div>
Bonus #	<div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div>

[illegible][illegible][illegible]

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



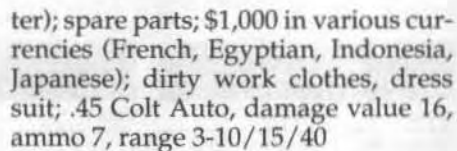
Background: You were employed as a Tokyo dock worker when the silent invasion of Japan occurred. The company you worked for was soon driven out of business by Yakuza gangsters, acting on behalf of some large corporation whose identity was unknown to you.

Shortly after that, you were approached by a man who asked if you would like a chance to take revenge against the mega-corporations. You agreed and were made an employee of Hantu, Ltd. You were trained and put in charge of the transport of products to their purchasers. This has given you the opportunity to travel the world, seeing the changes that have taken place all over.

You have discovered you have a talent for making deals, but more than the money, you enjoy turning the tables on the people who have so disrupted your beloved Japan.

Personality: You take great pride in your ability to get the best possible price for your goods, while still undercutting the Kanawa Corporation and others like it. You long ago accepted that those around you see you as nothing but a greedy entrepreneur, and do not realize your commitment to the destruction of 3327.

Equipment: Transport vehicle, used and battered (choice of air, land or wa-



Quote: "Hantu Ltd. We are an oyster and the world is our pearl."

Skill Notes: Your tag skill is *persuasion*.

The following table shows the results of the regression analysis for the dependent variable "Logarithm of the number of publications" (Y) against the independent variable "Logarithm of the number of citations" (X). The regression equation is $Y = 0.85X + 0.15$, with an R^2 value of 0.92.

Logarithm of the number of citations (X)	Logarithm of the number of publications (Y)
1.0	0.85
1.5	1.275
2.0	1.70
2.5	2.125
3.0	2.55
3.5	2.975
4.0	3.40
4.5	3.825
5.0	4.25
5.5	4.675
6.0	5.10
6.5	5.525
7.0	5.95
7.5	6.375
8.0	6.80
8.5	7.225
9.0	7.65
9.5	8.075
10.0	8.50



CHARACTER RECORD SHEET Industrial Saboteur

Player Name: _____

Character Name		Home Cosm Nippon Tech (trans.)		Possibilities 10	
Age	Wound Level	Shock Damage	Magic	Social	
Height	Wound		2	22	
Weight	Hvy Wound		Spiritual	Tech	
	Mortal	K O	8	24	
	Dead				

Skill	Add	Attribute	Value	Attributes	Approved Actions
Dodge		DEX		Dexterity 11	Maneuver
Fire combat		DEX		Strength 8	
Lock picking		DEX		Toughness 8	
Maneuver		DEX		Perception 11	Trick
Martial arts		DEX		Mind 10	Test
Stealth	3	DEX	14	Charisma 9	Taunt
Disguise		PER		Spirit 9	Intimidate
Evidence analysis		PER			Reality
Find		PER			
Forgery		PER		Weapons & Armor	
Trick		PER		Armor	
Business		MIN			
Science		MIN			
Test		MIN			
Willpower		MIN			
Charm		CHA		Weapons	
Persuasion		CHA		ZHP77z	16 23 3-10 25 40
Taunt		CHA			
Intimidation		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Grapplegun	23				
Electronic lockpick	24				
Electronic safecracker	24				
35mm Microcamera	23				

Bonus Chart

Die		3	5	7	9	11	13							21	26	31	36	41	46		
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Spells				
Name	D	B	E	Ax*

Arcane Knowledges			
Know.	Add	Know.	Add

Miracles				
Name	C	D	E	Ax

Cyberware		
Name	CR	E

Powers & Gizmos			
Name	Cost	E	Ax

Natural Tools	
Tool	E

Martial Arts	
Style:	Style:
Maneuver:	Maneuver:

Psionics			
Name	D	R	E

Other		
Name	E	Ax

* D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Prior to the Invasion, you had already established a reputation as the best at what you did: industrial espionage. You worked not only in Japan, but in the United States as well, taking on the most difficult jobs and always emerging without a scratch. You saw your work as aiding in the corporate "survival of the fittest"—the strong companies, the ones that could afford to hire you, would eliminate the weak.

After the Possibility Wars began, you found a booming market for your talents. You worked for both the Kanawa Corporation and the Rauru Block, but found the methods of the former were not yours. Kanawa's corporate spies were killers, while you had always felt violence was a good way to mess up a nice, clean operation. As more and more Rauru jobs came your way, you eventually agreed to go on permanent retainer to Shodan Metals.

Now you work for that firm and its subsidiaries, while occasionally freelancing with Storm Knights. The stakes are higher now, but you're still the best in the game — or so you think.

Personality: The war, as such, does not concern you. You're doing this for the yen. Rauru pays better and treats its people with a little more respect, so you have gone with them. But you don't believe Kanawa is a High Lord, and are not even sure you believe that Earth's reality is imperiled. But you'll keep



working as long as the money keeps coming in.

Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40; grapple-gun; electronic lockpick; electronic scrambler; 35mm microcamera

Quote: "Stelae areas? Possibility energy being drained? Sure, friend, whatever you say."

Skill Notes: Your tag skill is *stealth*.

NOTES

[illegible]

CHARACTER RECORD SHEET

Police Officer

Player Name: _____

Character Name		Home Cosm Nippon Tech (trans.)			Possibilities 10
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O	Magic 2	Social 22	
Height			Spiritual	Tech	
Weight			8	24	

Skill	Add	Attribute	Value	Attributes		Approved Actions			
Dodge		DEX		Dexterity	10	Maneuver			
Fire combat	3	DEX	13	Strength	10				
Lock picking		DEX		Toughness	9				
Maneuver		DEX		Perception	10	Trick			
Martial arts		DEX		Mind	9	Test			
Melee weapons		DEX		Charisma	10	Taunt			
Stealth		DEX		Spirit	8	Intimidate			
Unarmed combat		DEX				Reality			
Evidence analysis		PER		Weapons & Armor		Axiom Level		Range	
Find		PER		Value		S	M	L	
Land vehicles		PER		Armor					
Scholar		PER		Kyoto RKD	+7/16	24			
Tracking		MIN		Weapons					
Trick		MIN		13mm Chunyokai	18	24	3-10	40	50
Science		MIN		Nightstick	+3/13	19			
Test		MIN							
Intimidation		CHA							
Persuasion		CHA							
Reality		SPI							

[illegible]

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

[illegible][illegible][illegible]

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Before the War, your life was relatively normal. You went to work, walked your beat, and hit the clubs on the weekends. You maintained a truce with the Yakuza, arresting gangsters only when they crossed way over the line. Many friends from your childhood were Yakuza soldiers now, and you respected the way they controlled street crime in the city.

But when the Wars started, that all changed. Some of those friends began taking actions that put innocents in peril. Others were slain in the "Bloody September" massacre. It was no longer possible to ignore the excesses of the Yakuza, but your sources on the street said organized crime was now in the hands of someone else — someone rich enough and powerful enough to make the *daimyos* dance to his tune.

You still do your job, but it has become infinitely more dangerous. Ironically, you wish to see the High Lord brought down so that the Yakuza — nominally your enemy — can be restored to what it once was.

Personality: You owe Kanawa. Due to his influence, the honorable Yakuza have become no better than than violent criminals with no compunction about killing any who get in their way. You have begun to wonder if perhaps the Metropolitan Police is in the hands of Kanawa as well.

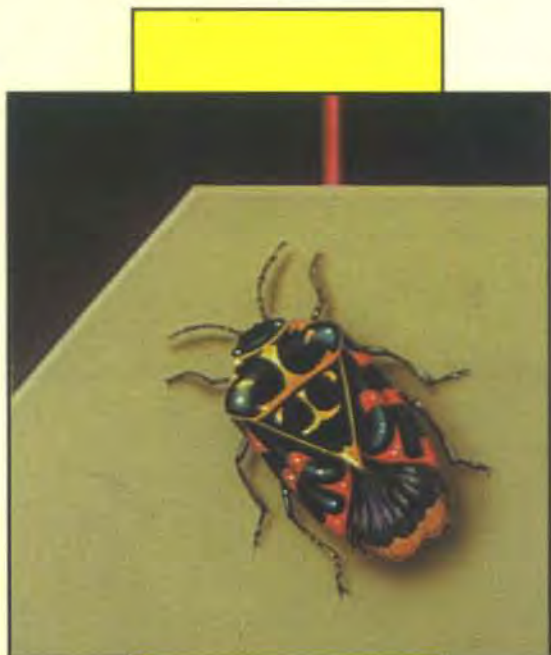
A black and white illustration of a Japanese police officer standing next to a car. The officer is wearing a cap, a vest with a badge, and light-colored trousers. He is holding a baton in his right hand. The car has a sign that reads 'ポリス' (Police) and 'P'.

TOU+7/16; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; nightstick, damage value STR+3/13; flash goggles, walkie talkie; JR Rails pass; breather; ¥14,000

Quote: "You used to be someone I could respect, even if I didn't agree with your methods. But pull that trigger, and you'll be just one more murderer I'll have to bring in."

Skill Notes: Your tag skill is *fire combat*.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no vertical margin lines, and the paper appears to be a standard notebook page without any pre-printed text or graphics.



T O K Y O C I T Y B O O K

Enter a world of shadows, where nothing is as it seems and death lurks around every corner. Welcome to the city of Tokyo, seat of power for 3327 and the realm of Nippon Tech, where ninja haunt the darkness and the fate of a reality is sealed beneath the harsh lights of the Ginza. The Storm Knights of the Rauru Block present a guide to the city, its districts, strengths and weaknesses, and those who wield power within.

This supplement for Torg: Roleplaying the Possibility Wars features detailed information on Tokyo, including maps, new locations, new gamemaster characters, new templates and two new mini-adventures set in the heart of Japan. It is designed for use by both players and gamemasters.

For Ages 12 and Up

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