

Pacific Rim

Sourcebook



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AN INTRODUCTION TO GAMERS

There's been a lot of talk in all the Cyberpunk games about "over there": China, Japan, Australia. Also, there's been information about the people who live there: Chinese communists, Yakuza and Zaibatsus; cheap pistol manufacturers and Mad Max drivers. But there had never been a unified source for material for those who wanted to play on the Pacific Rim, or at least have characters from there. They say it's a small world after all, and here is a good third of it, from Japan and Korea down to Australia and New Zealand.

You'll notice that we refer to other books a lot here. This is because we are drawing it all in, like the spider in the web. And, to refer to another book right here, see *Wildside*, page 4 "Well, Excuuuuuse Us!" Follow those procedures if you don't have the reference book on hand.

Now, I always thought that the old, first-edition "magazine" sourcebooks, *Solo of Fortune* and *Rockerboy*, were really cool. We've tried to recreate that feel as much as possible with the "PacRim Journal" style. This is mostly laid out in travel-guide, area-review style as much as possible, with advertisements here and there, and game information in separate sections and in the sidebars. We'll assume you can read it, gain some understanding of the area, and go from there with your own sick little imaginations. We've also given quite a few examples of people from the Rim, to give a brief glimpse into what makes 'em tick, what their names are, and how they do what they do.

Because of the sheer size of the area involved, we weren't able to get as detailed as we'd have liked in many areas. My best suggestion is before playing in some of the more sketchier areas (Indonesia, for example) go to the library and research the situation, and extrapolate the information. Go to the video store and rent movies from the area, and then make it up as best you can. Don't worry too much about accuracy. It's the feel that's important.

The west side of the Pacific is waiting...Ganbatte Yo!

—CHRIS PASQUARETTE, PacRim Coordinator

PLEASE NOTE:

An Acronym system is used here for referring to other Cyberpunk books. The appropriate book acronyms are as follows:

CP2020 = *Cyberpunk 2.0.2.0*.

HoB = *Home of the Brave*

MM = *Maximum Metal*

HW = *Hardwired*

SOF = *Solo of Fortune*

ES = *Eurosource*

WGF = *When Gravity Fails*

P&S = *Protect and Serve*

WS = *Wildside*

DS = *Deep Space*

CB1, CB2, and CB3 = *Corpbooks 1, 2, and 3*

Chr 1 and Chr 2 = *Chromebooks 1 and 2*

NET = *Rache Bartmoss's Guide to the Net*



RECOMMENDED SOURCE LIST

Movies and Anime

Black Rain, Rising Sun, American Yakuza, The entire Mad Max series, Kickboxer, Seven Samurai, Ran, A Better Tomorrow I and II, The Killer, Gunhed, Akira, Goku: Midnite Eye, Patlabor 2, A D Police

Books and Comics

*Islands in the Net—Bruce Sterling (Singapore)
Akira—the manga, by Katsuhiro Otomo
Sanctuary—the manga
Chimera—Mary Rosenblum
Sissors Cut Paper Wrap Stone—Ian McDonald
The Fodor's and Lonely Planet travel guides.*

Music

"10, 9, 8, 7, 6, 5, 4, 3, 2, 1", Scream in Blue—Live, by Midnight Oil

SPECIAL THANKS

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AN INTRODUCTION FROM THE PACRIM JOURNAL:

Welcome to Asia and the wonderful world of the Pacific Rim! With the cooling off of Central and South America, and the locking up of Fortress Europe, where is a talented person like yourself going to go to expand your business and keep running the Edge? For many, the answer is "The Rim." In this, our introductory issue, we hope to help you on your way to a profitable, and hopefully long, life in the Western Pacific Rim.

PacRim. The name conjures up images of high-technology glitterlands, where every tech-dream can come true, granted by the wizards of Japan, Taiwan, and Korea. But under the Westernized tech-exterior lies a tradition thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl.

For today's Punk, the Rim is a place of surprising contradictions and diversity. Life can be fast and deadly on the streets of Osaka, with the pirates of the Philippines, in the shantytowns of Australia. Or it can be mind-bendingly slow, especially if your AV crashlands in the Borneo jungle—or a rice paddy in mainland China. It may even be safer living than an Arasaka beaver-land (and more restrictive); ask any 'punk who's tried action in Singapore! The Rim has it all: smuggling, piracy, and countless jihads, insurgencies, and revolutions in the making. Everything an enterprising Punk needs to make a fortune—or make himself dead. PacRimmers play hard and fast, by their own rules; rules that have been in place for centuries, rules that aren't posted. And within an hour, you can be in another country, with different cultures, different 1000 year-old traditions, and different rules to follow (or break). There's money to be made, if you can handle the pressure.

This first issue overview is to help you get into the action, and make your way through the myriad twists and turns of the PacRim, with tips on which language chips to buy, where the danger zones are (and how to get in the middle of it), and lifestyle and culture tips so you can keep the locals from trying to kill you in your sleep.

Remember, in the Rim, keep on your toes, never trust a smiling face, and do it with style. *Ganbatte!*

MISCELLANEOUS INFO

There are a few things we need to warn you of right off, if you don't know them already, about this incredible mess o' nations.

Names

In the Chinese-culture areas, that is, China, Japan, Korea, Laos, Vietnam, and Burma (Myanmar), names are in reverse order. Family name is first and personal name is second, just like on all your forms. This is how you will usually hear and read them, so we've gotten you started here.

Exceptions are if they have been born and raised in a foreign country (like America), or if a foreign-style first name is used, like the Hong Kong guys do.

Example 1:

A Japanese girl born and raised in America—Midori Hosokawa.
A Japanese girl born and raised in Japan—Hosokawa Midori.

Example 2:

A Vietnamese boy born and raised in Australia—Phan Oanh Nguyen
A Vietnamese boy born and raised in Vietnam—Nguyen Phan Oanh.

Acronyms

In Asia, as in Europe and America, acronyms are very popular and are used for everything. Unfortunately, sometimes they are very similar, for example, the CCP (Chinese Communist Party) and the CPC (Cambodian People's Congress). There will be HK (Hong Kong), KL (Kuala Lumpur), and KR (Khmer Rouge) all used in one sentence, sometimes with no warning. "I flew from HK to KL to avoid the KR." Confused? Good, join the crowd...The full name will be written the first time it appears with the acronym in brackets afterwards.

Money and Buying Power

Not every country uses Eurobucks (Eb). And in those countries that do, what you can buy with that buck can change drastically in crossing a border. All countries use the Eb except the following:

Country	Currency name	Exchange Rate
Japan	New Yen (¥)	¥200 = 1Eb
Korea	Won (₩)	₩500 = 1Eb
China	Yuan (¥)	4¥ = 1Eb (official rate) 7¥ = 1Eb (black market rate)
Myanmar	Kyat (K)	K5 = 1Eb (official rate) K75 = 1Eb (black market rate)
Thailand	Baht (฿)	30฿ = 1Eb
Australia	Dollar (A\$)	A\$2.5 = 1Eb (varies)
New Zealand	Dollar (NZ\$)	NZ\$4 = 1Eb

What that Eb can get you depends on the country also. (given in Eb equivalents)

Country	cheap room per night	6pk of Smash	Box - 100 H2OPure tabs	50 rounds 9mm ammo	real meal	jacket	cyberarm
America	75	100		15	15	35	3000
China	15	65	1.5	60	5	20	5000
Japan	150	100	9	70	25	50	4500
Korea	60	110	4	50	15	20	6000
Myanmar(black rate)	2	NA	0.5	10	9	45	NA
Cambodia	40	105	3	20	12	30	4000
Vietnam	40	75	2	15	10	20	2500
Thailand	15	60	1	10	10	15	2000
Singapore	80	200	NA	55	30	40	3000
Brunei	200	NA	10	100	55	100	10,000
Indonesia	50	150	2	19	10	20	4000
Malaysia	50	150	2	20	20	22	3750
Philippines	10	50	2	7	25	15	4000
Australia	20	150	3	35	10	15	2000
New Zealand	50	200	2	40	5	40	4000

Prices will vary on availability (Smash is expensive in Australia because they drink local beer), Taxes and tariffs (Singapore taxes Smash to keep people from drinking), price of living (everything's



CULTURAL SIMILARITY TABLE (Optional) See WS p. 87.

	USA	Jpn	Chn	Kor	Myan	Cam	Laos	Viet	Thai	Sing	Brunei	Indo	Mal	Phi	Oz	NZ
USA	—	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Same	Same
Japan	Alien	—	Sim	Sim	Diff	Diff	Sim	Sim	Diff	Sim	Alien	Alien	Alien	Alien	Alien	Alien
China	Alien	Sim	—	Sim	Diff	Diff	Sim	Sim	Diff	Same	Alien	Alien	Alien	Alien	Alien	Alien
Korea	Alien	Sim	Sim	—	Diff	Diff	Sim	Sim	Diff	Sim	Alien	Alien	Alien	Alien	Alien	Alien
Myan	Alien	Diff	Diff	Diff	—	Sim	Diff	Diff	Sim	Diff	Diff	Diff	Diff	Alien	Alien	Alien
Cam	Alien	Diff	Diff	Diff	Sim	—	Sim	Sim	Sim	Diff	Diff	Diff	Diff	Alien	Alien	Alien
Laos	Alien	Sim	Sim	Sim	Diff	Sim	—	Same	Sim	Sim	Diff	Diff	Diff	Alien	Alien	Alien
Vietnam	Alien	Sim	Sim	Sim	Diff	Sim	Same	—	Sim	Sim	Diff	Diff	Diff	Alien	Alien	Alien
Thailand	Diff	Diff	Diff	Diff	Sim	Sim	Sim	Sim	—	Diff	Diff	Diff	Diff	Diff	Diff	Diff
Sing	Diff	Sim	Same	Sim	Diff	Diff	Sim	Sim	Diff	—	Diff	Diff	Diff	Diff	Diff	Diff
Brunei	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	—	Sim	Sim	Diff	Diff	Diff
Indo	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Sim	—	Same	Sim	Diff	Diff
Mal	Diff	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Diff	Sim	Same	—	Sim	Diff	Diff
Phi	Diff	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Sim	Sim	—	Sim	Sim
Oz	Same	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Sim	—	Same
NZ	Same	Alien	Alien	Alien	Alien	Alien	Alien	Alien	Diff	Diff	Diff	Diff	Diff	Sim	Same	—

Same = Same Culture (0)

Sim = Similar Culture (10)

Diff = Different (15)

Alien = Alien (20)

CULTURAL SIMILARITY TABLE, AS FIRST SEEN IN WS, pg. 87.

The countries within this book are often more similar to each other than they are to Americans and Europeans. This does not always mean they are on good terms; see Japan and Korea, and China and Vietnam for similar countries that don't get along. See table above.

expensive in Japan!), and quality (Philippines' rooms are absolute gomi).

These are the Eb that you bring with you. What they get paid in may be a lot more (Japan), or a lot less (Philippines), so what seems expensive to you may be cheap to them, and vice versa. Be prepared, and make sure of the type of money you receive for a job.

Driving

Each of these countries have their own driving rules, and thanks to the Sino-Euro-American Treaty, et. al., you can drive in most of them without a special permit, for up to six months if you have an American or Euro license. This does not include Hong Kong, Indonesia, Malaysia, Singapore, or Myanmar.

Some countries drive on the left of the road, like England (right-side steering), and some drive on the right, like America (left-side steering).

Drive on the Left

Japan, Thailand, Cambodia, Brunei, Indonesia, Singapore, Laos, Malaysia, Australia, New Zealand.

Drive on the Right

China, Korea, Vietnam, Myanmar, Philippines, Taiwan

Be careful! Even after living in Japan for years, many Americans and Koreans still go to the driver's side as a passenger, and vice-versa. And nowadays, when you're country-hopping like a rabbit on Black Lace, it's easy to get confused. Don't worry too much, most of the roads in Asia are so narrow, it doesn't matter which side you drive on. What to do when someone is coming the other way is up to you. Only the Australias and New Zealand really have wide, open roads like in America.

"There we were, tooling along at about 90 klicks-per outside of Hiroshima, when the friggin' Bozos came barreling up for chicken. Out of reflex, I fired away with my left Pop-up C-gun, expectin' to shoot clear of the car. Blew the whole front windshield out. God, was I embarrassed!"

—Billy Bob Jackson, Solo, Japan

It does get really confusing. When in a country where they drive on the opposite side of the road than in your country of origin, you get a -2 penalty to Drive skill rolls, no matter how long you've lived there. Also, be very careful about which side your cyberarm with the pop-up gun is on, and what kind of car you drive. Refs, if they say out of reflex that they're going to fire with cyberarm options, check which side. Give them an Average (15+) REF check if they realize their mistake. Billy Bob was lucky the windshield wasn't bulletproof!



JAPAN

