

MEDIA JUNKIE

TAKE ONE

You are about to enter a strange new world... A world of darkness and light... A world of motion and stillness... A place where hope and despair are commonplace, and where the word of one man is the first and final word the pawns in his game will hear... Welcome to the world of the MEDIA JUNKIE!

MOVIE COLLECTOR SEEKS GENTLEMEN FOR RETRIEVAL
EFFORT- 25000EB/JOB - CONTACT MOGUL - SKYNET 90210

This single ad found among myriad others on the local Jobs Bulletin Board will send your party on a wild chase around the continental U.S. to recover ten precious movies of old, wanted by a mysterious collector known as The Mogul... JUST find them, and you can cash in 25,000eb for each. A real piece of cake! Right?! Right...

- "Please, find my daughter..." - Alice in Gangland;
- "I told you, I've SEEN them!" - The Case of the Missing Flick;
- "You CANNOT escape this!" - Castle Transylvania 6;
- "Why are you doing this to me?" - Psy Co.;

MEDIA JUNKIE I is a collection of four scenarios for use with (or without) the Night on the Edge alternate reality sourcebook for Cyberpunk 2020. It is recommended for a party of 4-6 experienced players.

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A CYBERPUNK ® 2.0.2.0
Alternate Reality Adventure

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MEDIA JUNKIE



by Gilles Bussière

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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FOREWORD

PLAY TIPS	4
SUMMARY OF THE ADVENTURE	4
HOOKS	5
MEETING WITH A MOGUL	5
FOX ENTERTAINMENT NETWORK	7

EPISODE ONE

ALICE IN GANGLAND	10
LOCATION: WALKER'S HOUSE	10
LOCATION: GANGLAND	10
ACTION	10
ENCOUNTER: WALKER	12
ENCOUNTER: THE LOST BOYS	12
REACTIONS	14
NPCS	14
CONCLUSION	15

EPISODE TWO

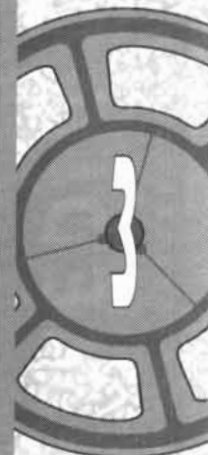
THE CASE OF THE MISSING FLICK	16
LOCATION: MIKE MARTO'S STUDIO	16
LOCATION: FIRST NATIONAL BANK	17
LOCATION: FRISCO YACHT CLUB	17
LOCATION: LT. CARMICHAEL'S HOUSE	18
LOCATION: SHARON'S CASTLE	18
ACTION	19
ENCOUNTERS	19
REACTIONS	21
NPCS	22
CONCLUSION	23

EPISODE THREE

CASTLE TRANSYLVANIA 6	24
LOCATION: HOMLETT	24
LOCATION: STOKERS CASTLE	30
ACTION	30
ENCOUNTER: COUNT VAN TEPEC	31
REACTIONS	32
NPCS	33
CONCLUSION	33

EPISODE FOUR

P.S.Y. CO.	34
LOCATION: BLOCK 17A	34
LOCATION: PROJECT'S SAFE-HOUSE	34
LOCATION: URBAN CHURCH	35
ACTION	36
ENCOUNTER: JESUS ROBERTS	36
REACTIONS	36
NPCS	38
CONCLUSION	39



THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE,
its five years mission:
TO DISCOVER STRANGE NEW WORLDS,
TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS;
TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE!
- JAMES T. Kirk, STAR TREK TV SERIES

FOREWORD

This is a collection of small adventures with a common theme designed for use with the **Cyberpunk 2020** game and for **Night's Edge**, the Alternative Reality supplement (although you need not have vampire characters – only two scenarios feature one). Nonetheless, regular Cyberpunks will find themselves at home in such an encounter, even if overshadowed by these Children of the Night. However do not despair, as provisions for this type of situation are dealt with in the **HOOKS** section later on.

NOTE: Although the complete set of adventures in **Media Junkie** consists of TEN different scenarios, ONLY four of them are presented here. The rest follows in the second installment of this two-parter, allowing the players to prove themselves to the **MOGUL** – see explanations below in **Meeting with a Mogul**.

Media Junkie is the perfect tool for the GM out on a limb for a quick adventure between regular campaign sessions. Designed for a standard party of four to six, it can still accommodate more or fewer characters (the latter being a preferred choice when vampire-characters are present, as they would tend to overpower the opposition in the non-vampire-packed scenarios). An ideal combo is one or two Children with three 'regulars'. How such a group came to be is another story, but it wouldn't be too far-fetched to imagine a kind of symbiosis where the regular guys protect the vampires in the day, while they return the favor once the night comes.

Media Junkie I packs four scenarios ready to use (each divided in five parts for a smooth running operation: location, action, encounter, reaction and NPCs), along with a common link between them, allowing a sense of continuity even if played far apart. As always, GMs are advised to read through the whole scenario before play, taking note of any special sequencing (some of the episodes in this serie are best played in a certain order) for maximum enjoyment.

PLAY TIPS

Probably nowhere else but in **Media Junkie** is it so important to have the appropriate music setting. Most of the movies the players will set in search of have a special soundtrack or a music type associated with them: **Nosferatu** and **Dracula** (use the recent Bram Stoker's **DRACULA** soundtrack!), **The Exorcist** (also 1, 2 or 3, with the immortal **Tubular Bells**), **M** and **Plan 9 from Outer Space** (some of those you could get in SF/Horror soundtracks, or by using similar ones – **Prince of Darkness** is a good choice, as **Thriller** will certainly NOT do...). Again low lighting is recommended as it provides great atmosphere and reduces chatter among players. A great idea is to run the movies (if you can get them) while playing the



scenario, in such a way as to let the players hear it, but not see it. It provides the necessary atmosphere, as well as adding some element of the unknown (try putting a white cloth in front of the TV screen, letting the set provide most of the light in your gaming area and see the players react to the sounds without really knowing what's going on!).

SUMMARY OF THE ADVENTURE

A rich film collector has hired your group to track down a few films for him. He has offered you up to 25,000eb per original print of the films (he doesn't want video tape or laserdisc

4

MEDIA JUNKIE I

versions, and has the means to tell the difference between an original and a fake). His list includes the following ten titles, which he claims he wants for purely sentimental reasons (they representing the pure essence of what the movie industry once was): **Plan 9 from Outer Space**, **Dracula** (1936 version), **Cat People** (original version), **Invasion of the Body Snatchers** (original version), **Night of the Living Dead** (original), **Nosferatu, M**, **The Exorcist**, **Hellraiser**, and **Alien**.

However, since he does not yet really have total confidence in the group, he will only give them four off his list to choose from, waiting for results to give them the rest of it.

Tracking the whereabouts of these long-lost movies across the entire continental USA, the party will live adventures which are inspired by the plot of each film they are seeking (see below for more details). (READ THE FINE PRINT HERE! Players are NOT going to face the same things as in the movies, even if they THINK they are... Rather, the plot of each episode is a twist on the movie script.) Here's a quick look at what's in store for your players in each of the four scenarios of Media Junkie I (a more complete story will be given in each individual episode):

- **M:** Once they have tracked down the copy, the players will discover that there has been disappearances of young children in town, and that the present owner of the movie will give them the original if they can find his missing daughter. The catch is that the girl is now a vampire (although only ten years old) and is part of a juve gang of vampires. Now, the tricky part is to bring back the little girl...
- **Plan 9 from Outer Space:** Well... what refreshing news! The guy who owns this one is willing to part with it! The deal is to take place tomorrow at the bank where it is kept, and it's smooth sailing from then on... **WRONG!!** First news of the morning, the bank was robbed clean in the night, including the precious film. The players will set on the trace of the robbers with good reasons (actually, 25,000 good ones!) only to find out that the suspects seen on the scene of the crime **DIED** two years ago!
- **Dracula:** Many people whisper things about the owner of this movie. He lives in a castle on top of a mountain, wears a black cape and only comes out at night... **HE'S A VAMPIRE!** Well, he wish he was, but he is only a vampire fanatic acting out his fantasies. Of course he won't part with the film... (hmmm, isn't that starting to sound like déjà vu). The trick here is that the owner **ISN'T** a real vampire, and that using vampire-killing methods on the guy (while they **WILL** certainly work **QUITE** well) will also certainly put the party in a LOT of trouble.
- **The Exorcist:** New York, New York... Scummy city with lots of mentally disturbed people. The owner of this piece of history lives in a slummy building with his mother and daughter, and (oh great surprise!) is more than willing to sell you the movie. **BUT** (of course it couldn't be that easy) he needs a small favor: you see, his daughter has been acting strangely of late. In fact, he thinks she's possessed by the devil... or maybe she's only a young psychic coming in possession of her powers; can you tell the difference?

HOOKS

(WARNING: Some episodes contain vampires and other Night's Edge denizens! Those weak of heart and/or with exposed necks may find this offending and/or hazardous to their health!)

In case someone would want to run these adventures without the Night's Edge alternate reality sourcebook (what a terrible shame THAT would be...), simply replace the offending parties with more regular opposition. Specifically, a vampire would become a Vampire Poser (in the **M** adventure) or a CyberVamp (in the **Nosferatu** episode), while a more exotic were-panther might become a combo cybernetics-holographic transformation. Simply remember to **MATCH** the danger level of the original villains and everything should work just as well...

Since this module is not your typical adventure, we cannot really give you many ways to introduce any member of the party to it. This is a **GROUP** thing, a purely mercenary endeavor designed to score some cash for the needs of the group, (although solo playing is **NOT** entirely out of the question); the entire party is hired by the NPC to find the movies. After that, it's only a matter of **HOW** they do track them down! So, here's the standard introduction for all players:

MEETING WITH A MOGUL

One of the players (preferably the one with the best contacts, be it in the media, solo, or simply the one actively searching for an easy and well paid job) will come across a simple suggestive ad in an appropriate bulletin board:

MOVIE COLLECTOR SEEKS GENTLEMEN FOR RETRIEVAL EFFORT- 25,000EB/JOB- CONTACT MOGUL - SKYNET 90210

After making initial contact with the number listed, the party will be asked to leave their names for a background check (Mogul will only reluctantly work with anyone having a criminal record, either involving murder and other crimes against the person, or theft, except mere hacking – time for some serious bootlicking). Should this check prove satisfactory to the Mogul, a private meeting will be arranged the next night, at his penthouse suite in the corporate sector of Night City.

(PLEASE NOTE: Mogul has the means to see through any masquerade that the players might want to try regarding their activities. He has an extensive network of informants and has access to the best netrunners in the biz. Furthermore, if he suspects anything fishy about the players, he can take measures to ensure their truthfulness in their dealing with him. He is **NOT** a bad guy, **BUT** he can be ruthless when it comes to protecting his precious collection and his secrecy.)

The long-legged, blond-haired, wide-smiled beauty that has just shown you all inside the dimly lit study of her boss said in her sensuous voice that he would be right with you... After admiring the way she walks past the doors behind your seats, you take another long look at this place. Study?... More like a damn