

MEDIA JUNKIE

FINAL CUT

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...

- "And DON'T COME BACK!" – The Chicken and Tessie;
- "Oh my God!...SHOOT IT!" – Little Red Running Hood;
- "I don't know what you're talking about..." – Double Cross;
- "YES...YOU DO!...You're WINNING!" – Showdown at O.K. Carnival;
- "Sweet Jesus, they're EVERYWHERE..." – Alone in the dark;
- "NOOOOOOOO!" – Dream Pod 9;

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

IANUS PUBLICATIONS, INC.
2360 Ave. de LaSalle, #211
Montréal, Qc., Canada
H1V 2L1



A CYBERPUNK ® 2.0.2.0
Alternate Reality Adventure

MEDIA JUNKIE II is a trademark of Ianus Publications, Inc.
CYBERPUNK and the CyberPunk logo are registered trademarks of R. Talsorian Games, Inc., used under license.

ICP #114
ISBN 2-921573-09-1

MEDIA JUNKIE



by Gilles Bussière

An Alternate Reality Adventure for

Cyberpunk

LICENSED FROM R. TALSORIAN GAMES, INC.



Written by:
Gilles Bussière

From an original idea by:
Stéphane Brochu

Developer:
Simon Bélanger

Editor for R. Talsorian Games, Inc.:
Derek Quintanar

Copy Editing:
Jean Carrières Judith Lanouette
Lucien Soulban

Art Director:
Pierre Ouellette

Layout:
Benoit Miller Jeff Fortier

Cover Art:
Thierry Labrosse

Interior Art:
Thierry Labrosse

Computer-generated Art:
Jeff Fortier Benoit Miller

All artwork © respective artists.

MEDIA JUNKIE II is Copyright © 1993 Gilles Bussière. All Rights Reserved.

MEDIA JUNKIE II is a Trademark of Ianus Publications, Inc. and is published under license from R. Talsorian Games, Inc. CyberPunk is a Trademark of R. Talsorian Games, Inc.

No part of this book can be reproduced without permission from the publisher, except for review purposes.

Any similarities to characters, situations, institutions, corporations, etc. (without satiric intent) is strictly coincidental.

Printed in Canada.

Published by:
Ianus Publications, Inc.
2360 Avenue De LaSalle, Studio #211
Montréal, Qc
Canada
H1V 2L1

Stock # ICP 114

Creative Team: DreamPod 9



Citations © respective artists: © Star Trek/Paramount Pictures (p.4); © Faith No More/Slash/Reprise (p.10); © Sting/A&M Records (p.17); © Genesis/Atlantic Records (p.23); © XTRO/Universal Pictures (p.29); © A-Ha/Warner Bros (p.35).

Canada: Cataloguing in Publication Data

Bussière, Gilles, 1963-

Media Junkie 2 : the final cut

"Alternate reality module for Cyberpunk"

ISBN 2-921573-09-1

1. Fantasy games. 2. Role playing. I. Title. III.
Title: Media Junkie two.

GV1469.6.B872 1993 793.93 C93-097207-4

Legal deposit: May 1993
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 2-921573-01-6

FOREWORD

PLAY TIPS	4
SUMMARY OF THE ADVENTURE	4
HOOKS	5
MEETING WITH A MOGUL	6
FOX ENTERTAINMENT NETWORK	7

EPISODE ONE

THE OLD MAN AND TESSY	10
LOCATION: THE VILLAGE	10
LOCATION: THE MANOR	13
ACTION	14
ENCOUNTER: FREDRICK VANDERBURGER	14
REACTIONS	14
NPCS	15
CONCLUSION	16

EPISODE TWO

LITTLE RED RUNNING HOOD	17
LOCATION: THE BAR WITH NO NAME	17
ACTION	17
ENCOUNTER: ACE OF CLUBS	17
ENCOUNTER: THE NOMADS	18
NPCS	20
RULES ADDENDUM	21
CONCLUSION	22

EPISODE THREE

DOUBLE CROSS	23
LOCATION: RETIREMENT HOME	23
LOCATION: G.O.D.-TV	23
ACTION	24
ENCOUNTER: JACK NAPIER	24
REACTIONS	25
NPCS	26
CONCLUSION	26

EPISODE FOUR

SHOWDOWN AT O.K. CARNIVAL	29
LOCATION: DILLON'S ELECTROSHOP	29
LOCATION: CARNIVAL GROUNDS	29
ACTION	30
ENCOUNTER: DILLON	30
ENCOUNTER: TOMMY LEE	31
ENCOUNTER: THE MARQUIS	31
REACTIONS	31
NPCS	32
CONCLUSION	34

EPISODE FIVE

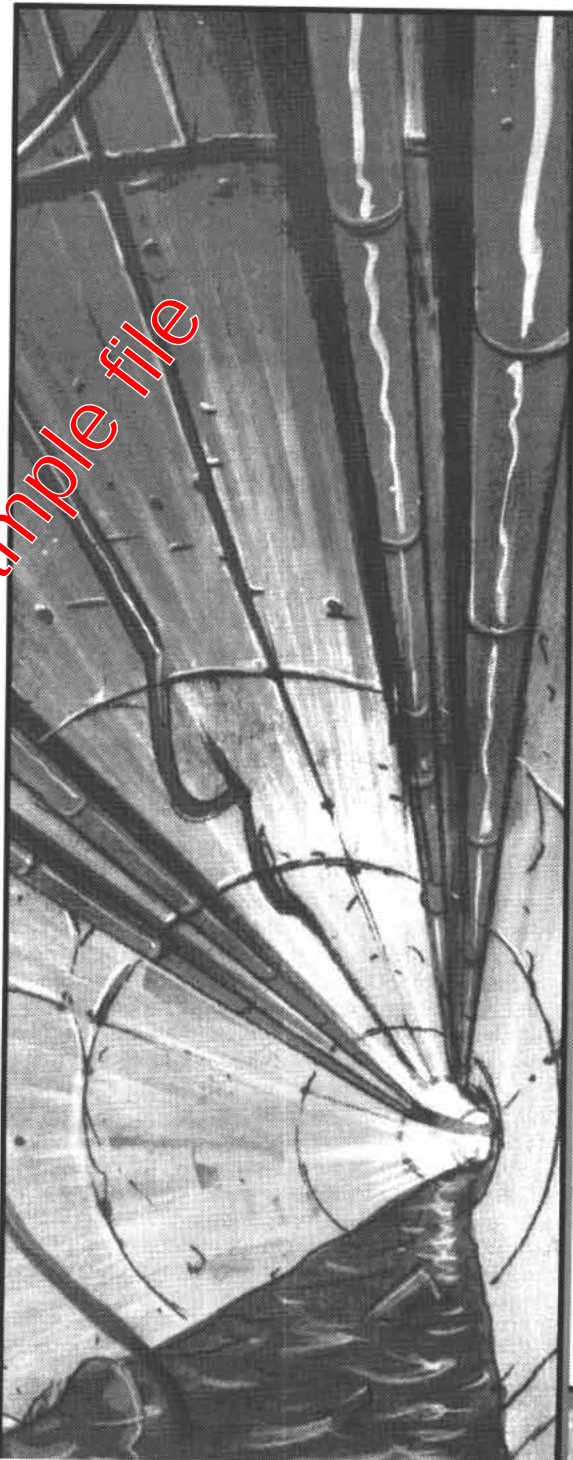
THE BEAST WITHIN	35
LOCATION: SFC-CRYOMAX	35
LOCATION: SEWERS	35
ACTION	36
ENCOUNTER: JEFFREY STROMANN	37
REACTIONS	38
NPCS	38
CONCLUSION	39

EPISODE SIX

DREAM POD 9	40
LOCATION: PITTSBURGH HOTEL	40
LOCATION: PITTSPEED DELIVERIES	40
ACTION	41
ENCOUNTER: THE LIVING DEAD	41
REACTIONS	42
NPCS	42
CONCLUSION	43
REAL CONCLUSION	43

FINAL CONCLUSION

TO BE CONTINUED	44
-----------------------	----



THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE,
ITS CONTINUING MISSION:
TO DISCOVER STRANGE NEW WORLDS,
TO SEEK OUT NEW LIFE, NEW CIVILIZATIONS;
TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE!
- JEAN-LUC PICARD, *STAR TREK THE NEXT GENERATION*

FOREWORD

This is the companion to volume I, a collection of small adventures with a common theme. They are designed for use with the *CyberPunk 2020* game and for the alternative reality supplement: *Night's Edge*, although you need not have vampire characters (Only two scenarios feature vampiric adventures, though regular Cyberpunks can find themselves at home in such an encounter, even if overshadowed by these Children of the Night).

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 accommodate more or less players (less being a preferred choice when vampire-characters are present, as they would tend to overpower the opposition in the non-vampire-packing scenarios – which means most of them. Ideal combos are 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 II packs six 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 series 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 be searching for have a special soundtrack or a music type associated with them: **Alien** (be it 1, 2 or 3), **Hellraiser**, **Night of the Living Dead**, **Invasion of the Body Snatchers** (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...) and **Cat People** (with theme by David Bowie). Again, low lighting is recommended as it provides great atmosphere and reduces chatter among players. A great idea (if you can get the movies) is to run the movie as you are 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 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**.

After the PCs have successfully completed two scenarios in Media Junkie I, the Mogul will be ready to let them try their hands on recovering the rest of his list of movies.

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 six scenarios of Media Junkie II (a more complete story will be given in each individual episode):

- **Nosferatu:** The owner is an old, old vampire (probably the one used as inspiration for the film in the first place!). Of course he won't let on at being so old, (or being a vampire for that matter) and will not part with the movie. Well, nobody did say the players would get all the films... Of course, if someone might not be willing to let that stop them, they might try to steal the damn thing! How much trouble can an old geezer be?
- **Cat People:** Tziganes, Gypsies, Romanichels, Nomads... They own the film (though one might be suspicious as to how they got it in the first place) and, graciously enough, they are willing to part with it (for a suitable amount of money, of course). However, tradition demands that you travel one day and one night with the pack for the deal to be concluded. Nothing wrong with that, right? And it will give you an opportunity to get to know better that black haired beauty you saw earlier, with the ravenous smile and the fascinatingly magnetic green eyes... So much passion flew between you two that you thought for a minute she would rip your clothes off right there... Maybe you could offer her something romantic, like a rose, or better, a long stroll alone in the woods under a full moon... (or maybe you shouldn't... But, then again, you won't know until it is too late that she's not like any other girl... Definitely NOT!)
- **Invasion of the Body Snatchers:** A little trip to SuburbiaLand, where you have a meeting scheduled with the owner: he'll get the movie from his vault at the bank (no, it was not robbed during the night) and sell it to you... Everything should be a snatch, except that the guy you meet has never heard of you and is sure as hell not going to sell you any film, and you'd better leave his property right now, before he calls in the security team... Could it be that this was all a bad joke? Or does this guy have a split personality? Then again, maybe it was all the somber plotting of his evil twin..!
- **HellRaiser:** When you have problems locating the owner of this one, you start looking around, asking questions, checking the places he's supposed to hang out at... Nothing wrong with that, is there? Well... What if the

owner is more than a little paranoid, believing that demons are out to get him... All this asking about him will surely drive him over the edge and he'll do his darn best to keep the party away (which should be quite something since he used to be one of the best solos around town!)... Maybe it's time the group asked themselves if they are being paid nearly enough for all of this...

- **Alien:** This film is kept in cold storage in a bio-engineering company, and they are quite willing to sell it to you. In fact, if you ask nicely enough, they might even give it to you, provided you grant them free publicity for it. Unfortunately, as you are about to be rewarded for your efforts, you're hit with shocking news! Someone, or something, has seemingly broken through the walls and left with several containers, including the one with the movie in it. What a revolting development! You immediately set out in hot pursuit of the thieves, fearlessly braving the dark confines of the sewers where they took refuge... Who's afraid of the dark? Who isn't? Hey!, what's that noise?
- **Night of the Living Dead:** Welcome to Pittsburgh! We have the film, and there it is! Wow! As easy as that! Wish it was as easy to remember when you got to this room you are all in now. And why is it that the door is open? And what's with the fog coming in? And what's wrong with all these people outside, wandering aimlessly around with their arms extended in front of them? And why are they looking at me now? NO! Get back! Stay away from me... This can't be real! Well, you know what they say about reality... that everything is virtual...

Although the ten scenarios could be played in any order, we recommend that you run **Nosferatu** BEFORE **Dracula** (but, then again, having your players think the **Nosferatu** is a fake like the one in **Dracula** might also be fun...) and keep **Night of the Living Dead** for last. Try also not to have all episodes with **Children of the Night** one after the other, as it could ruin the unknown elements for the players (not to mention your fun!).

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...

