

IANUS GAMES

The Cities of the future are chaotic jungles of neon and steel, filled with millions of human beings. They are set upon huge expanses of land, erupting with vertical pillars of commerce. There is a place for each of the inhabitants: they all have a home, a workplace and a favorite leisure spot. Whether these are all found on the street or spread across the city, they all have places to go, people to meet, and things to do.

And now, so do you.

DARK METROPOLIS is a city-life sourcebook detailing what life is like in the City of 2020, especially in the Alternate Reality Universe. It is definitely a must-have for any ARU gamemaster. DARK METROPOLIS offers a close examination of the major institutions (legal and other) of the City and new details to make city life more interesting, including additions to the Life Path and detailed drug design and equipment malfunction rules.

RECOMMENDED FOR MATURE READERS

IANUS PUBLICATIONS, INC.

5000 D'Iberville, Suite 332
Montreal, Qc., Canada
H2H 2S6

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Alternate Reality Sourcebook

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ICP # 116
ISBN 2-921573-14-8

Printed in Canada

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DARK

METROPOLIS

Sample file

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Printed in Canada.

Published by:

Ianus Publications, Inc.

5000 D'Iberville, Suite 332

Montreal, Qc

Canada

H2H 2S6

Stock # ICP-116

Creative Team: Dream Pod 9

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Legal deposit: May 1994
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 2-921573-14-8



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Foreword

Hello City...

Another night at the Palace,
'cause there is nothing else to do.

The same people, the same drink and the same music,
the same quicksand.

I think this harbour town is waist deep and sinking fast.

-Hello City, Barenaked Ladies



It's the 21st century, 65% of the world's population live in urban centers: cities, metroplexes and arcologies. **Dark Metropolis** focuses on the darker aspects of urban life and takes a close look at what it is like in the 21st century.

City life is not a new experience for humanity, cities have existed since early Sumerian times. As early tribes abandoned their nomadic ways for a sedentary life, settlements were formed, and from them, towns, and then cities, and now, metroplexes. Cities developed out of the evolution of human society, and continue to evolve today, into bigger, more complex conglomerations of people.

While modern cities share the essential characteristics of cities from the past, they are unlike anything that appeared before. Their sheer size dwarfs anything previously thought to be the "biggest cities". The technology that pervades the life of the modern citizen is unrivaled in the past, as is the degree of artificial environment that surrounds the 21st century urban dweller.

Like the cities of past, there are huge concentrations of people in small areas, though the crowding has reached epic proportions when one considers the numbers involved. Millions of people are crammed into cubical apartments with thousands on the streets fighting for a spot on the sidewalk to sleep. The crowded suburbs, once the bastion of civilization on the outskirts of cities, now overrun by corporate workers. Only the executives and elite manage to live in comfortable, spacious homes; however the price being commitments and obligations that rule their lives.