

INTRODUCTION

SRM03-05 In and Out is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM03-05 In and Out is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-05 In and Out consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell it to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Shadowrun Missions adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines

you may find useful in preparing to run *SRM03-05 In and Out* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition 20th Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the Cast of Shadows section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on



adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see **Corporate Interests**), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather

act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating	Cleaner NPC*
1	Use stats for Triad Lieutenant (p. 284, <i>SR4A</i>)
2	Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i>)
3	Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i>)
4	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>)
5	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given



A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Paperwork

After running a Shadowrun Missions adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, SR4A).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, please use the web reporting form available at <http://www.shadowrun4.com/missions/>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

SCENARIO BACKGROUND

This mission is a follow-up to SRM3-03 *Burning Bridges*. However, the players of this mission need not have played that mission in order to play this one. Those that have should recognize Karl Gahley as a previous Mr. Johnson and they may have some background information from the *Burning Bridges* scenario. This information could include how Gahley was captured, the data trail that led to him, and that Aztechnology was the company upon which Mr. Gahley's revenge drama was focused. You should determine, prior to the start of the session, which characters have been played in SRM3-03, and the outcomes listed on their debriefing logs.

PLOT SYNOPSIS

In the time between *Burning Bridges* and this scenario, Karl Gahley has agreed to turn over evidence that reveals his backers in the destruction of the UCAS owned Brooklyn Bridge. Of course, since he hatched and executed the demolition himself, the story that he will share with the authorities must be entirely fabricated in an attempt to avoid a lengthy prison sentence. Ms. Johnson in this scenario wishes to be sure that the names that Gahley plans to provide would be beneficial to her aims. She hires the runners to break into the NYPD, Inc. holding facility at which Gahley is held, provide him with a prepared story—blaming Aztechnology—to give to the authorities, and get out—ostensibly without making too much noise. But first, to ensure that Gahley will tell the story that she provides, she'll ask the runners to help Gahley's sister, Anna, who is having some troubles of her own.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Opportunity Knocks**. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Personally defeat at least half of the opponents in a combat. Note that this is not an objective, but merely something that will attract the attention of the corporation. *

Aztechnology: Set up surveillance devices in Anna Gahley's restaurant and send the access IDs of those devices to Aztechnology

Horizon: Disrupt or banish at least one NYPD, Inc. spirit. Note that this is not an objective, but merely something that will attract the attention of the corporation. *

NeoNET: Create a backdoor on the NYPD, Inc. holding facility's administrative node and send the relevant information to NeoNET.

NYPD, Inc.: Be an outstanding waiter or waitress for the wedding party. Note that this is not an objective, but merely something that will attract the attention of the corporation. *

Renraku: Personally take out a vehicle in **Hijack This!** Note that this is not an objective, but merely something that will attract the attention of the corporation. *

Saeder-Krupp: There is a prisoner in the NYPD, Inc. holding facility named Aaron Laurey. Make sure he escapes.

Shiwase: Take charge of running Anna Gahley's restaurant. Note that this is not an objective, but merely something that will attract the attention of the corporation. *

Spinrad: Personally talk your way past security in the courthouse and contact Gahley. Note that this is not an objective, but merely something that will attract the attention of the corporation. *

Neo-Anarchists: Have no other affiliation, plus earn all three Karma awards from **Picking Up the Pieces**. Note that this is not an objective, but merely something that will attract the attention of the group. *

* Note: Several corporations have tasks that are not objectives, but will draw the attention of the corporation. Affiliates will not be informed of these secondary objectives, but will still be eligible for the affiliation reward.





INCOMING FEED.....



IN AND OUT

Aztechnology is not going to let Gahley impugn their name further, after their conflict over his business prior to *Burning Bridges*. They're keeping a close eye on his family, as well. His revenge plot implicated them in the destruction of the bridge, and they fear that he was hired by a rival to perform the demolition and subsequent finger pointing. They don't know what he plans to share with the authorities, and they don't know who hired Gahley, but both problems can be solved with violence. A second team of NPC shadowrunners has been hired by Aztechnology to break into the same holding facility as the PCs and execute Gahley. The PC team may be in a position to thwart this assassination attempt. If they are not, then it fails, generating media exposure, to avoid creating a situation in which the PCs cannot prevail.

It's also important to note that Ms. Johnson is not who she says she is. With the appropriate legwork, it's likely that the runners will be able to determine that Ms. Johnson works for Saeder-Krupp. This is, however, a false front. In reality, she's aligned with the Neo-Anarchists. It is their goal to, tear down the Manhattan Development Consortium entirely. To that end, the Neo-Anarchists are attempting to pit Aztechnology against Saeder-Krupp as well as to erode the public's confidence in NYPD, Inc. Thus, she will be happy with whatever results the players are capable of providing her, as long as they make NYPD, Inc and, by extension, the MDC look bad.

To further this goal, she will provide them with a Matrix file that makes little sense to the PCs, as it's only one piece of the puzzle being put together by the Neo-Anarchists. They'll be instructed

to place it within the NYPD, Inc. Matrix systems if they have the opportunity to do so. In future scenarios, the Neo-Anarchists will reveal other puzzle pieces that will further their goal. This is only a secondary objective, for which Ms. Johnson will reward the team. So, if they are unable or unwilling to complete it, it doesn't affect the final outcome of the scenario.

OPPORTUNITY KNOCKS

SCAN THIS

This scene serves as an introduction to the scenario in which the PCs meet Ms. Johnson and are informed of the plan. It takes place in a marina on the Brooklyn side of the river with the remains of the once-proud Brooklyn Bridge providing a backdrop for the meet.

TELL IT TO THEM STRAIGHT

The day started out a normal Wednesday for Manhattan. The never-ending search for work in the shadows created by the Manhattan Development Consortium and the inherent dangers of doing so continue. Which is why, when you hear that the development contractor arrested for the destruction of the Brooklyn Bridge is going to speak with the authorities, your ears perk up. If there's ever a thing that generates more work for the shadows its intrigue and the bridge's fall stirred up nothing if not intrigue.



It doesn't surprise you when you get the call. Your intuition was correct: a Ms. Johnson wants to meet you in Brooklyn to discuss a business venture connected to the situation surrounding the bridge. You're to meet her at 1 Main St. at 8pm this evening. When you arrive, the marina is closed and empty but for a single ork sitting in a small security hut to the left of the entrance. The looming remains of the Brooklyn Bridge can be seen silhouetted in the glow of Manhattan, something you're gut tells you wasn't accidental.

BEHIND THE SCENES

The marina is closed for the evening when the PCs arrive. A single, aging ork remains on duty as a guard, but he's been paid off by Ms. Johnson to keep quiet about the meet. If he's questioned in any way, he's clueless but polite. If pressed, he will wink at the team and repeat that he doesn't know what they're talking about. There are also TR security drones in the marina keeping watch for intruders, at least one of which is a simple watercraft. If hacked, the PCs find that the drones were tampered with recently. Should it become necessary, use the stats for the sample Bartender contact (p. 289, *SR4A*) replacing Longarms with Pistols for the ork guard and the Ferret RPD-1X drone (p. 118, *Arsenal*) for the Matrix security.

Ms. Johnson has positioned TR guards among the boats and other cover of the marina, prior to the team's arrival. A Perception + Intuition (3) test will spot one of them, with each additional hit indicating the location of an additional guard until all of them have been spotted. Use Corporate Security Unit (p. 281, *SR4A*) for her guards, giving them each a hit of Cram (p. 257, *SR4A*) at TR 4+.

Three piers make up the marina. The boats docked at them vary in shape and size, but all of them are well maintained. Should anyone have the appropriate skills to identify and/or appraise them, they can learn that they're middle-of-the-road ships primarily for pleasure sailing with operation times on the order of five hours before refueling.

On the Matrix, the marina's system keeps track of the ships that are docked and those that are out of port and is capable of sending and receiving payments for boat rentals. Beyond that, the system is rudimentary at best and serves only the needs of the marina. There are cameras (DR: 3) visibly mounted on poles. Like the drones, if hacked, the cameras are clearly already under the control of someone else.

Ms. Johnson (see Kara Martinez in *Cast of Shadows*) is an attractive human woman who arrives to the meet shortly after 8pm. If asked about the delay, she'll indicate that she prefers to observe potential assets to see how they arrive. She wears a flattering business suit of the Synergist Business Line from Vashon Island. She is accompanied by 3 guards, one of whom exits the limousine, unloads an area jammer and a white-noise generator (DR: TR+2), activates them, and places them on the roof of the vehicle. One stays in the driver's seat, and the third positions himself on the opposite side of the limousine from Ms. Johnson and the team. Use the Corporate Security Unit grunts (p. 281, *SR4A*) for her guards, giving them each a hit of Cram (p. 257, *SR4A*) at TR 4+.

Remember that Ms. Johnson is only masquerading as a corporate asset. She's, in reality, a neo-anarchist, named Kara

Martinez, hoping to bring down the regime of Manhattan, Inc. It's appropriate that characters succeeding in a Judge Intentions Test (p. 139, *SR4A*) would realize that she's hiding something. If pressed, she only smiles and comments that "a woman needs her secrets." Further, her goals are not entirely those outlined above. In reality, she wants to discredit NYPD, Inc. by making them appear incompetent. In that respect, she will be less than concerned with the actual health and safety of Karl Gahley at the end of the scenario.

Ms. Johnson shares information about the job with the team prior to reaching an agreement with them:

1. Her work requires them to face NYPD, Inc. on their home turf. For this, she's capable of providing a better than average return for the runners' effort.
2. She needs them to speak with a specific inmate and share with him some information. The exact nature of the information will remain hidden until the runners agree to work with Ms. Johnson. She will also require that they perform a simple task prior to the team's infiltration that will help to persuade the inmate to cooperate.
3. The inmate cannot be killed during the operation and the authorities should not be aware that the team has spoken with him.
4. There is a time limit of five days on the operation.

Ms. Johnson offers 2500¥ * TR for the completion of the run, subject to negotiation. Every hit on an opposed Negotiation test will increase the payment by 500¥ * TR, to a maximum of 5 net hits. Once the team agrees to work for her, she'll reveal the following information about the job:

1. The inmate is Karl Gahley, previously the owner and operator of KG Construction, who recently was responsible for the destruction of the Brooklyn Bridge.
2. Give the players *Handout #1*. They're to persuade him to present his case as follows:
 - He was hired by Aztechnology to destroy the Bridge.
 - Aztechnology provided him with the explosive material that he then hid among his own supplies, which were later "stolen" for use in the destruction of the bridge (see *SRM3-03 Burning Bridges*).
 - He is to agree to prove that the explosives came from Aztechnology but only in exchange for protective custody. Another team will later provide him with the necessary hard evidence, prior to his formal testimony.
3. Mr. Gahley is being held at an NYPD, Inc. holding facility located at 600 East 125th Street on Randall's Island in cell number eleven. He'll be there until the following Monday (five more days) at which time he'll be taken to court offices in Brooklyn to give his preliminary testimony at 11am. The court is in Brooklyn as the bridges leading onto Manhattan Island are still owned by the UCAS. Thus, it is within their jurisdiction that the case against Gahley will be heard.
4. Ms. Johnson wants to make sure that Gahley is inclined to work with her. To do this, she needs the runners to intercept Gahley's sister before she can meet with corporate



representatives of Aztechnology regarding the sale of her business in Queens. Once they've intercepted Anna Gahley, they're to take her to LaGuardia Airport, where she will be met by Ms. Johnson's representatives and taken to safety. For more information about this interception, see *Saving the Sister*.

When the PCs have asked their questions, Ms. Johnson indicates that she has one other request, a favor, for the runners to perform. If they agree to help her out, she will provide them with an encrypted file that she wants deposited in the NYPD, Inc. systems of the holding facility. If they're unable to complete this favor, it will not reduce their payment or bother Ms. Johnson in any way, but should they complete it, she's willing to offer them an additional 1000¥ * TR in Saeder-Krupp corporate scrip. This file is encrypted using Rating 8 strong encryption (p. 66, *Unwired*), increasing the decryption interval's time to 1 day. This should be used to discourage the PCs from decrypting the file. If they do, it is a series of seemingly random timestamps and codes that cannot be deciphered within the context of this scenario. If the team asks about the file's contents, Ms. Johnson will explain that it's a cipher that would be meaningless without context.

Before leaving the meet, Ms. Johnson will provide contact information for the characters to use upon the completion of the scenario.

When the PCs decide to speak with Anna Gahley, proceed to *Saving the Sister*. If the team decides to go to the holding facility, proceed to *In-and-Out*. If they choose to contact Karl Gahley en route to the courthouse, proceed to *Hijack This!* If they instead choose to speak with Karl at the courthouse, proceed to *Courtroom Caper*. For characters who decide to investigate all of their options with their contacts, first, consult the *Legwork* charts.

PUSHING THE ENVELOPE

If the PCs become hostile, Ms. Johnson will take evasive action while her security forces engage. Don't forget about the one or more shooters that are positioned throughout the marina. If the runners appear to be fending off her forces, she will jump into the river to escape using her internal air tank to swim to safety. Even if they become hostile, the characters can attempt to finish the run. Ms. Johnson will not intervene, but, due to this hostility, she will not return to pay them either.

DEBUGGING

The players may want to role-play their characters' legitimate worries with respect to running against authority figures such as NYPD, Inc. If this occurs, Ms. Johnson will share additional information with the PCs to help smooth things out:

1. The holding facility in which Gahley is being held is a moderately secure facility. It's likely that they'll face opposition if they make too much noise, but they shouldn't expect a response on the level of a SWAT team or anti-terrorist forces. In fact, the guards of the facility are instructed to rely on non-lethal force and will only bring out the big guns if they're forced to do so.
2. Usually, criminals would be transferred out of such facilities quickly. Gahley's requests for protective custody

and willingness to provide evidence to the authorities have delayed his transfer. It's likely that the guards at the holding facility have become complacent in this delay and may not be paying as much attention to someone accused of terrorism, the destruction of public and private property, theft, various conspiracies, etc. as they should be.

3. If they remain reluctant to agree, she'll remind them that while they must hide their affiliation with Gahley from the authorities, there is nothing stopping them from enlisting the (willing or unwilling) aid of other inmates and/or staging a riot or other such distractions that would make it difficult for the authorities to respond to their incursion.

One other point of contention might be the interception of Anna Gahley. If the PCs are reluctant to turn her over to Ms. Johnson, she'll promise that Anna won't be harmed, though she'll admit that the team has little reason to take her on her word. She'll also remind them that they don't really care about Anna, do they?

SAVING THE SISTER

SCAN THIS

Ms. Johnson is concerned that Karl Gahley may refuse to tell the authorities the story that she's provided. To help convince him to dance to her tune, she's asked the PCs to keep Gahley's sister, Anna, from signing a contract with Aztechnology which would effectively sign over her business, a chain of two make-your-own-fajita restaurants in Queens called *Some Assembly Required*. This may also be a good time for the team to find out about the assassination order on Gahley if they investigate Aztechnology's interests in the Gahley family.

TELL IT TO THEM STRAIGHT

Aztechnology is putting the squeeze on Gahley's sister, Anna, and they've finally convinced her to sell her restaurants, *Some Assembly Required*, to them at a value far less than they're worth. Why are the Aztechs so interested in a tiny two-building chain in Queens? What is Ms. Johnson going to do with her once you all turn Anna over to her? And, does it really matter? After all, you're still gonna get paid for the work that you do.

BEHIND THE SCENES

Ms. Johnson provided the team with the location of Anna's original restaurant in Queens at five-point intersection of Newton and 30th Ave.. When the PCs visit, they'll notice Anna Gahley (see *Cast of Shadows*) meeting with her staff in a small private area off the main dining room of the building.

Some Assembly Required (see Map #3) is a casual dining, make-your-own-fajita restaurant. For breakfast, they serve traditional Mexican breakfasts, such as huevos rancheros and corn cakes. For lunches and dinners, various ingredients including beef, chicken, pork, vegetables, salsas, fruits, tortillas, guacamole, etc. are provided, allowing patrons to make up to five fajitas using whatever ingredients they desire. The majority of the ingredients are primarily soy, but for higher paying customers real vegetables, in limited quantities, are available a la carte.

