

Tenement 67

[a broken dreams larp]

AN INTRODUCTION DOCUMENT

Tenement 67 is a larp focusing on the struggles of the people who live, love and die in an abandoned slum in the year 2040. It will be a turbulent time for the residents as a new police unit is sent in to reassert law and order which has not been present for some time.

Familiar tropes of cyber punk pop culture will be common themes as well as some of the harsh social disparities which affect our modern day lives.

Amongst the back drop of striking unions, sinister corporate stooges, fugitives, illegal data runs, gang violence and daily hardships, police officers will need to uphold the law using both guile and skill not just brute force.

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Human resources [a cyber punk scene]

"Mr Banu, thank you for coming," she said her pristine pale suit forcing his attention to her jade green eyes.

Weston shifted slightly in his seat, barely able to avert her eyes. He could see the delicate fibres of wires running through them, circles cut through with segments, threads of fine and delicate technology enhancing the jade green that stared at him.

His attention wandered, taking in the dead, surgical grey of the room. The steel chairs, the camera silently judging him from the corner, the detail of the glass and the dust settling on it in a pattern reminiscent of the patterns of the JX23-F.

"Mr Banu?" she offered, mildly reproving.

He flinched. "Sorry, yes," he managed, trying to sit up straight.

"Mr Banu, do you understand why you are here today?"

"I was late because of the police -- they stopped me--"

"Mr Banu, we understand that you have waived the right to a union representative in this meeting."

"Yeah," he said, "like Sarah, she's my team leader, she said that at the moment the dispute meant that it would be a really bad--"

"Such details are not relevant to the matter at hand, Mr Banu, and it does not behoove you to attempt to distract from such."

Those eyes. The detail entranced him once again, he felt his transmitters releasing gentle waves of joy into his mind at the simple perfection of the pattern. He smiled, and lost himself in them once more, imagining where those patterns could lead him, through a maze of design.

He realised far too late she had stopped talking.

"I was stopped by the police," he entreated, "because they accused me of loitering. I have the paperwork, the discharge, there were no charges brought. I was looking at a pattern for a new DLC wall texture."

"Mr Banu," she interrupted, "An inability to separate your home and work life is somewhat troubling for your own well-being. This is the third episode of lateness in the period of twenty four months."

He blinked, and nodded, mutely. Silence was the best option, Sarah had said. No point arguing. Just a slap on the wrist because he

was so damn good at creating new detail, new art, new things for the rich to enjoy.

He drifted away, and imagined the patterns of dust in the air settling into a floral shape. The thrill of creation released endorphins into his mind, as he traced the patterns he was going to draw onto the decorative piece he was working on.

“Mr Banu. Your service record as a nano-artist is exemplary. In light of this, the corporation is content to merely remove home-aug privileges from you for a period of 6 months. Lateness will not be tolerated.”

The words filtered through his artistic creation reverie. No more creativity endorphin release. His mood crashed. No more ability to see the patterns in the patterns and the joys of the delicate movements of air in his room. The pit of his stomach lurched. No more thrill of drawing, of making, of building. No more high resolution in his eyes.

No more eyes.

He would be alone. Like the addict he was, he sobbed.

“No. Please.” His voice throbbed with the terror of losing his augs, even for a moment.

“Mr Banu, we can only hope that this minor removal of privilege will encourage you to re-assess your timekeeping methods. We hope you are better able to maintain a work-life balance. Go out. Have fun. The Corporation recommends it in fact. You will report to level five thirty minutes prior to your shift and following your shift each day for augmentation activation and deactivation.”

She stood up, and left the room with short, efficient steps.

Weston simply cried, crumpling from his chair and curling into a ball.

Working

There is no “one percent” anymore, it’s more like “nought point four” now having taken advantage of new technologies and diminishing employee rights.

In the midst of corporate greed and Gov¹ pay offs, amongst the automated machine farms and factories you find the “enslaved” work force. Those who want to survive making an honest living and carve out some sense of living in the hell which is 2040.

With very few job roles available to pure², the poverty stricken find themselves entering into the “enhancements for workers” employment scheme. This heinous but essential practice see employees provided with cybernetic implants required to perform their jobs roles at no cost.

The catch is that the corporation maintains the ownership of the technology unless the employ uses a percentage of their meagre salary to purchase it. Upon termination of employment, redundancy or retirement employees are contractually and thus legally bound to return the property.

Returns as they are known are not pleasant, removing implanted cyber technology without damage is extremely difficult and often leaves the body covered in painful scars and other disfigurements.

It leads to runners³, in hiding they struggle for work and it is common for them to turn to a life of crime with gangs who promise to keep them safe from Fixers in exchange for services rendered.

It is these conditions which the Humanitarian Workers Union wish to overturn by calling for a dangerous but necessary general strike.

In Tenement 67 there is a strong union presence with rough justice being dished out should anyone turn “scab” and think about returning to work.

¹ Gov [pronounced Guv] is a slang term adopted in 2040 and refers to any branch of government including health and welfare services.

² Pure [pronounced Pu’er] is a slang term for a person with no cybernetic implants.

³ Runners are persons who after termination of employment do not attend a returns surgery for extraction.

Loving

Whilst some aspects of life have sunk to new lows other areas of society have evolved.

There is no discrimination based on physical or mental disability, gender (or lack of), skin tone or sexuality (or lack of). Sexual assault and harassment were left behind long ago in the past where they belong. The exclusion of these concepts from daily life are so engrained that they have become “street laws”⁴.

With that in mind these themes will not be a part of your experience, they are not experiences we permit at the event and so ask that you do not undertake any such role play or activity. Life in the Tenement will be harsh and dangerous enough without having to bring in these unsavoury and triggering themes.

So love changed, there is no “normal” by societies standards, people are free to love, marry and divorce as they please without any intervention from the Gov or anyone else.

⁴ Street laws are used to flag up or identify behaviours which will not be permitted. We have used this term to help transcend the in character and out of character boundary to assist with maintaining immersion. No character will be permitted which would ignore these rules.

And living in Tenement 67

Built in 2022 the affordable tenement block program was intended to solve the housing crisis faced by the poor and the under employed. Little more than blocks of cells these affordable units resembled prisons rather than homes.

Funding became more and more stretched as the project progressed, texters⁵ claimed it was due to embezzlement and greed. Corners started to be cut and it wasn't long before existing derelict locations were being converted for "residential" use.

Predictably social welfare and standards fell drastically in short order, like the council estates of old they became a haven for crime and social disorder, a place where the strong rule over the weak.

Tenement 67 also known as 'Winston Churchill House' is the worst. Some of the wise⁶ even claim the place was cursed from day one.

It is now 2040, power is off in most of the buildings and water is shipped in by a charity once a week.

What little power that comes into the tenement is controlled by the gangs who have taken up residence in 'E Block'. Whilst it does still contain a number of residential units, the block areas have now been converted into a bar and night club.

With such basic amenities in the apartments the only hot meals available are from the makeshift and unlicensed street food stands. So vital is this source of food that there is an unwritten "street law" that no trouble is caused in either place unless you seek to be barred for life and end up of starving in some gutter.

⁵ Texter is a slang name given to someone who writes the truth of things, normally in the form of short stories, they are unlicensed and uncensored and so break many repressive media laws in place by 2040.

⁶ Wise, pronounced as it is in modern English; a person who has reached the age of 45. It came about as a result of the poor life expectancy of the average tenement resident falling to around 40.

Introducing the cast

There is a vast array of characters to play in this larp, each with unique motivations and goals to be explored. To balance the tension and political sway of characters there will be limited places for each character type detailed on the following pages.

When completing the booking process you should list them in order of preference and these will then be assigned on a first come first serve basis.

On the following pages you will find a brief introduction to each of the available character types available in the opening of the larp. These basic frame works are intended to be a starting point for you to build upon and collaborate with the design team bringing your character to life.

These introductions are intended to give you an idea of which character will suit your style of play.

In the event of characters demise there will be a significant number of pre written character available. These will represent new factions, plots and background linked to the narrative as it is at the time.

The Humanitarian Workers Union

"No to augment! Real humans with real skill!"

The introduction of augmentation to industry was the final nail in the coffin of the working class. In a relatively short period skilled jobs were no longer left to "Pure". Instead Pure can now only get work in the service sector but even that's starting to change.

A general strike has been in effect for several weeks now, only the scabs go to work for their corporate masters.

Despite the risk of their contracts being terminated daily rallies are held in the Tenement against the ever expanding augmented workforce and the living conditions it has created. Pure, the employed and those who now suffer after the removal of their cyber technology stand side by side, ready to fight if they need to.

There are rumours amongst the Union that a Tactical Response Unit is being set up in "Winston Churchill House". Fir brands claim that the Gov are finally showing their true colours as news from other tenements is that the T.R.U units are breaking up rallies and arresting organisers.

United you will fight and united you will fall.

Available characters

Augmented Union members [10]

Dream Weaver Sex workers [5]

Disfigured unemployed Union members [5]

Pure Union member [10]

Criminal element

There is only street law in the tenements, it has kept the people safe and supplied with what they need to get by all these years and now the Gov is sending in police to tear it down.

'Winston Churchill House' is the most dangerous block in the country.

If the police think they can come back in here after all these years like nothing happened they are deadly mistaken. This is your home, your business and you will protect it if they try to shut it down.

Until they try its business as usual.

Available characters

Gang leaders (2)

Lieutenants (3)

Gangers (10)

Data runners (2)

Back street implanters (3)

Augmented Fugitives

In 2038 The Willow Cybernetics Corporation released their first line of "Augmented Combatants" onto the market.

Popular amongst those who could afford them the remaining governments and corporate elites hired them for black ops!

It wasn't long before several snapped, using enhanced skills to go it alone or break free of enslavement. In 2039 all "Augmented Combatants" were outlawed and their implants decommissioned. A few refused to let themselves be taken to the scrap heap often fighting their way out of tight spots.

The Police and Willow Cybernetics Corporation mercenaries have been hunting them down ever since to prevent future incidents.

It is estimated there are maybe 24 "Augmented Combatants" left, hidden amongst the human population.

Despite Tenement 67 being the worst block in the country it is your new home and your last refuge.

There is nowhere left to run.

Available characters

Augmented Fugitives [3]

The Willow Foundation medical centre introduction

The Gov abandoned these slums a generation ago, with no social or medical care life expectancy is low and conditions are harsh. The residents rely on the handouts of charities such as the Willow Foundation which is funding this very basic medical centre.

The locals and gangs seem very grateful for the medical assistance provided by the "Medical" team on the ground. It's dangerous but the gangs do a good job of looking out for you as long as you carry on house calls to patch them up from time to time.

Your real operation must not be compromised though, the corporation has interests in the area, least of which is the possible presence of Augmented Combatants.

Available characters

Willow Foundation mercenary [5]

Police introduction

It is now 2040, there is only street law in the tenements but the new commissioner of police wants that to change. Despite being underfunded and undertech⁷ed a task force is being deployed to Tenement 67 aka 'Winston Churchill House'.

The task force is made up of detectives and a Tactical Response Unit (T.R.U) supported by a small number of paramedics. Their objective is simple, regain control of Tenement 67, investigate and arrest criminal elements so that social services and council officials can turn the block around.

Support will be limited, daily food and water riots are keeping the department busy, do not expect aerial support of urban suppression drones.

Good luck officer.

Available characters

Detective Sergeant (1)

Detective (4)

T.R.U Captain (1)

T.R.U Sergeant (1)

T.R.U Officer (8)

Paramedic (5)

⁷ A term used to describe someone or something whose technology has fallen behind that of modern standards. It most cases it refers to analogue and pre-integrated augment technology.

BBC news network introduction

Tenement 67 aka 'Winston Churchill House' is the worst block in the country. The police have no idea what they are walking into, the Gov abandoned these slums a generation ago, with no social or medical care life expectancy is low and conditions are harsh.

The task forces job will be difficult, there needs to be a level of accountability and the network will provide the service.

For you and your team this is the story of a life time, the Tenements have been no go areas for years and you have exclusive rights to document the police operation.

Prime time awaits.

Available characters

Documentation team, BBC news network (5)

Fixers

The ultimate middle person, loyal to anyone paying enough credits for the duration of any given task.

Want something retrieved?

Need an opponent sabotaged?

If you have the credits these freelancers will get the task done.

With the continued strike action by the union it looks like there will a flurry of reclamations soon. Decked out in their expensive yet practical and distinctive black suits these entrepreneurs of the modern age stick out like a sore thumb.

Not that they mind though, contractual obligations are protected by the law and their corporate backers after all.

Available characters

Fixers (2)

Bringing 2040 to life [mechanics]

+ Conflict resolution {unarmed} +

Unarmed conflicts are easily resolved through numbers, if your character has more people on their side then they win, simple. The "loser" of the encounter should act appropriately and no physical contact should be made unless both sides agree through verbal prompts.

If you wish for the scene to involve physical contact you should use the prompt "Is that all you've got." Note that this physical contact should be no more than a minor tussle or arm grab.

++ Conflict resolution {melee weapon} ++

Only approved larp safe weapons should ever be used to strike another person. This must be done in a safe manner with the blow suitably pulled as to not injure others.

If struck with a weapon you should act appropriately. A metal bar may leave your character bruised or render them unconscious after several blows. A knife will have a character needing stitches but a chainsaw or an augmented cybernetic claw will have your character needing some serious medical attention.

+++ Conflict resolution {firearms} +++

Guns are scary and dangerous, the more of them and the bigger they get the scarier they seem.

If a firearm is pointed directly at your character and they do not have a firearm readied your character should surrender. In instances where multiple firearms are in play the side with the least amount of firearms or smaller ones should surrender.

Where there is an uncertainty or a character wants to shoot first you may shout "BANG" to indicate that a gun has been discharged. Any character who believes they may have been struck by a bullet should act appropriately.

This will then end any stand off and the side with the least number of, or smaller firearms in play should surrender.

++++ Augmented Combatants +++++

Augment Fugitive characters are the exception to many of the above mechanics.

In unarmed conflicts they do not need to back down, instead they may choose to switch the outcome of the encounter by using the prompt "This won't end well for you."

In melee conflicts items such as metal bars and knives will not cause the character injuries. Only heavy melee weapons such as chainsaws and augmented cyber claws will injure the character upon which they should act appropriately.

In firearm conflicts normal rules apply.

+++++ Death +++++

We trust you to die at the right time, be generous with your role-play and don't be afraid to let your character die if the time is right.

It's a dramatic theme, a single knife wound won't kill someone but if the time is taken to stab your character repeatedly or hack them to pieces with a chainsaw then please respect that.

There will be other exciting character choices available should the worst occur, these will not be from the list of starting choices. Instead they will be unique briefs with hooks to allow you a chance to hit the rest of the game running.

+++++ Cybernetic implants +++++

Technological advancement moved at a rapid rate after the invention several new compound plastics which allowed for implantation without the human body rejecting it.

Bio engineered limbs coated with vat grown flesh to match the recipient easily pass for the real thing. Replacement organs, even eyes can be grown using the latest bio engineering technology. Infused with top of the line cyber technology these improvements have taken humanity to the next level. Burns, cancers and many genetic disorders no longer plague the top point two percent of human race who can afford it.

In the tenements it's a very different story, most of the technology is years behind the latest advancements. Implanted data stacks require physical jacking, unsophisticated or make shift cybernetic prosthesis whirl with the sound of mechanics and leave bare metal exposed. Eyes implanted for details are cloudy or bulky units fitted into eye sockets. Workers bear the scars of data and control ports

across their bodies, these entry points designed for the insertion of cables on the factory floor in order to control machinery or work stations.

Whilst the poor cannot afford the latest tech they are resourceful. In 2037 a street implanter developed a cheap bastardised version of a cranial information interface. Fitted to the back of the neck these commonly found implants (Dream Weavers) allow users to jack into each other's minds for a consensual shared experience. They meant that sexually charged encounters no longer require physical contact and quickly became popular amongst those working in the sex industry.

In most cases implants you choose to make a part of your costume/look will have no overt mechanical effect other than what you choose to role-play they do. The only exception to this is the below genre Meta physical rules:

- You cannot create a character who has military grade cybernetics which increase physical strength, stamina etc. unless agreed with the larp design team.
- The level of technology available is low, bear that in mind when you look at costuming any implants. They should look grubby, and have elements which show on the outside of your characters skin.
- Implants are a prime target for causing pain to a character, roleplaying yanking on them or inserting electrical cables should have a suitable effect on your character.
- Implants with mechanical effects will appear as the larp progresses normally in the hands of specific characters. These will have instructions with them on what advantage they have for a character who has them implanted.

+++++++ Forensics +++++++

Investigation will form a large of some characters experience and not only the cops. All participants will be given a number of small tabs which have a QR code printed on them. In some cases these codes will correspond with your character data and other times be blank (no evidence). At random intervals when committing a crime or when appropriate you should drop or throw one of these in the immediate vicinity.

+++++++ Narcotics ++++++

What would a cyberpunk setting be like without an assortment of chemicals to wreck your character with?

Narcotics will be represented by suitable in character items such as powders and pills (candy). The person selling you the narcotics in character should describe what effect they will have when passing them on.

We ask that you be generous with your roleplay and avoid bringing powders and candy which could be confused into the larp.

+++++++ Equipment ++++++

Your detailed brief provided after booking will tell you what items a character of that type will be equipped with however it is reasonable that all tenement occupants would have some kind of basic weapon in their apartment be it a knife, metal bar, baseball bat, hammer or something similar (no swords please).

During the larp you will discover that there are also larp safe items scatted around some areas such as bricks, rocks, and bottles etc. which are coreless foam items which can be thrown at other participants without injuring them. If you are unsure then do not throw them! Finally be generous with these items, do not collect and horde them in a bag or your apartment, leave them around so they can be used by others.

+++++++ New Pound ++++++

The larp will use an in character currency called New Pound, this will be distributed along with other character items and briefs before play. It will be useful in the bars to purchase drinks as well as be a tradable commodity amongst characters.

When using in the bar again please be generous, street law dictates don't be an ass hole to the staff and never screw with the supply. The staff will not sell you a full bottle of whisky in one go, so please don't try.