

THE WITNESSES



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INTRODUCTION

The Witnesses is a science fiction drama about four replicants and their human police agent. In the megacity of Neo Chicago, the four replicants download human memories to testify on their behalf against the nearly untouchable crime syndicate the Yakuza. Along the way on their mission, they discover both surprises about the Yakuza and a dark secret about the witness program's use of replicants.

The scenario is about identity, memories, love and relationships, humanity and existence, all wrapped up in a Hollywood-style narrative with action, revelations and a central final choice for the characters. The roles will gain new knowledge along the way via the memories, but it is not an investigation scenario, and the players do not have to make plans or figure anything out.

Setting and aesthetics

The scenario takes place in a not-so-distant dystopian future, as imagined in science fiction films in the 80s. There is decay, overpopulation, acid rain and square transportable terminals with green writing.

The characters

The four player characters are replicants and each has a mixed personality that is a hodgepodge of different memories and traits. Thus, at the start of the game, their personality consists of their replicant model, their "own" fabricated memories, an experimental justice code, and two sets of human memories. During the scenario, they each download a third set of memories, i.e. four sets of memories in total for the team spread over three acts. It is up to the players to choose what they want to emphasise in their characters and how they develop. The characters are the strong and gentle **miner model Rex**, the energetic **elite soldier model Eve**, who is married to the rational **administrator model Kai** and finally the socially intelligent **recreational model Markus**, who may be falling for the group's central supporting character the police agent Dawn.

Structure

The scenario consists of a prologue and three acts, which take place over three days. The **prologue** takes place the evening before the team's third witness mission, where the group interacts in different constellations. In **Act I**, the first memory is collected, which reveals that the Yakuza have hacked the witness program and that the group is being hunted by the criminals. In **Act II**, the second memory is collected and the Yakuza boss Ren, who turns out to be a replicant, encourages the group to join him. In **Act III**, the last two memories are downloaded and it is revealed that the Witness program is terminating its own replicants after three missions, and the replicants must make a choice about their future. The scenario is planned to last between 4-5 hours all in all including start-up.

Your role as game master

As a game master on The Witnesses, you are tasked with setting both pre-defined, story heavy and fairly fixed scenes, as well as supplementing with more open scenes that give room to play out the group's internal relationships and room for the replicants' reflections on the revelations and their own existence.

In addition, you must play two larger and a number of smaller supporting characters. The bigger ones are the Yakuza boss Ren and the police agent Dawn, who is a recurring supporting character with a close relationship and feelings towards the replicants. Finally, you have to carry out a few free form action scenes via a simple fast paced ask and respond technique.

BACKGROUND

The Witnesses takes place in a not-so-distant dystopian future in the megacity Neo Chicago. The scenario is heavily inspired by the Blade Runner universe, but has its own unique setting.

80's aesthetics

The scenario is set in an aesthetic universe that looks like the future did in science fiction films in the 80s. Think lights in cold neon colours breaking the shadows as acid rain falls and boxy 80s cars float across the street. Think fluorescent liquids ingested via nicotine-yellow plastic tubes attached to the nose, while a dusty green progress bar on a black screen which shows how far a download of memories has progressed.

Colonisation and those left behind

The year is 2051 and humanity has begun to spread out into the solar system away from the planet of origin of the species, which is increasingly destroyed by wars and pollution. With them on the journey are replicants, flesh-and-blood biotech marvels created to serve humanity, as workers, administrators, soldiers, for recreational purposes, and much more.

While most of the rich and resourceful have left the planet, all those who can't get away are huddled together in the run-down town centres of the old big cities. This is also the case in Neo Chicago, a cultural and ethnic melting pot. Back with the masses are also the human predators, all those who exploit poverty and the state of society. In Neo Chicago, a stylized red dragon is often seen spray-painted or projected with neon lights on house walls. It is the symbol of the crime syndicate the Yakuza, who arrogantly and almost openly carry out their crimes.

Technology - Terminals, hovering cars and artificial animals

The technological development since the 1980s is significant in some areas and quite limited in others. Communication takes place via terminals. It is a somewhat primitive tablet in A4 size, 5 centimetres thick and with green writing on a black touch screen. It is also on the terminals that people watch TV (in full colour but limited quality), write messages, make phone calls with or without a picture, search for information, process data and much more. Only the very poor do not own a terminal. Transport takes place primarily via cars that hover half a metre above the ground. Virtually all animal species are extinct. Instead, a new craft has emerged in the form of animal replicant makers who can offer both pets and more exotic animals to customers with a well-padded bank account. It is only the most robust plants such as e.g. potatoes and other root vegetables that can be grown outdoors. All other vegetables and meat are produced in laboratories, and no one knows if it tastes quite like it once did. Fruit is an expensive luxury. The greatest of all technological achievements, however, are the human replicants.

Gamma 7 replicants

A replicant is an artificially created flesh and blood humanoid robot. There have been several generations of replicant models, with some being successes and others failures with major or minor disasters as a result. The newest and most advanced generation is Gamma 7, which is produced by the megacorporation Scott Corp. During the development of replicants, it has been found that replicants are most effective and most pleasant to interact with if they are a tailored specialised model, coded with a clear and simple mission and equipped with a coherent set of memories custom-made for the individual replicant. It is this combination that makes Gamma 7 so stable. The possibilities of use for Gamma 7 are endless. They are machines that can be programmed to fulfil every imaginable human need.

Replicants are created as adults. They do not age, but wear and tear and have a lifespan of 20-

30 years, depending on use. They are made of flesh and blood, but are not affected by disease like humans and can cope in extreme temperatures. They heal quickly if injured or subjected to violence. Replicants' physical and mental ability is measured on a scale from C-A+, where C is on par with an ordinary human and anything above B+ is better than even the greatest athletes and geniuses. Replicants can have sex, but cannot have children, neither with each other or with humans. Depending on the model, replicants have different specialties. In general, the replicants are used in the colonies and not on earth, but there are exceptions - such as, for example, in the witness program. Replicants are so human that it will often be impossible to guess that a replicant is not human. However, replicants know they are replicants and not human.

An important element in making replicants is to equip them with memories. This is usually done by encoding them with fabricated memories, but Scott Corp has managed to develop the technology further so that it is now possible to transfer real memories from people. The receiving replicant will then remember the memories as if they themselves were the original, human owner. That way, it all falls into place in the replicant's consciousness. It works best if the human and the replicant are close to each other in personality, but it means less wherever gender and age match. The replicants are aware that the transferred memories are not originally their own.

Neo Chicago's witness program

For years, the Yakuza have ruled more or less openly in large parts of Neo Chicago. The police are understaffed and the prosecutor's office rendered impotent, because witnesses disappeared before they could testify in court. That was until the city got a new ambitious and charismatic chief prosecutor with the right contacts. He secured a donation of a batch of newly manufactured replicants from Scott Corp and started the city's innovative witness program.

The basic idea of the witness program is simple; Via memory transfer technology, witnesses to crimes can transfer their memories to replicants. Thus, the witnesses themselves lose all memory of the crime they witnessed and are therefore no longer interesting to the criminals the memory is about. After this, the replicants can testify in place of the original witnesses. The Yakuza have a much harder time hunting the replicants because they don't know who they are and because replicants are much tougher than humans. All the replicants in the witness program have, as a final step in their fabrication, been provided with the experimental justice code, which drives them to collect witness accounts and subsequently testify. The code is inserted to ensure that the replicants will always carry out their purpose. The code is classified as experimental because it has been put into use before it has been properly tested; the need was too great to wait. The replicants know they have the code.

The Yakuza

The Yakuza is the dominant crime syndicate in Neo Chicago's and is also known as the Red Dragon. They engage in many forms of crime - drugs, prostitution, illegal gambling, extortion, protection money, etc. They spare no means to advance their influence and protect their business. The Yakuza is loosely organised with a number of different bosses each controlling a different part of the syndicate. There is largely equal gender distribution in the organisation, so it is just as often women as men who break fingers, crush kneecaps and kill in the name of the red dragon.

Witness missions

As an added security procedure, the replicants operate in groups of four and are led by a human police agent. The agent receives information directly from the witness program about the location and the witness. At the location, the memories are transferred from the witness to the replicant that the agent has selected for the specific witness. The transfer takes place via a transportable memory machine that weighs 40 kilos and is primarily manageable for replicants. The memory machine administers anaesthetic to both the witness and the replicant and transfers the memories in approx. 10-15 minutes. Finally in the process, a fluid is administered that awakens the replicant while the human witness remains sedated. It is the team's job to get the memories transferred as quickly as possible and then leave the location. The witness is left behind and picked up shortly afterwards by a team of agents responsible for rehousing and a new identity.

The witness program has several teams who take turns going on witness missions with four memory transfers. After the first witness and memory transfer, the team stays together and waits for the other three witness memories, which are collected as soon as they are reported. The need is great, so in practice a short time passes between when new witnesses call for help. Therefore, a mission with four memory transfers typically lasts 2-3 days. The agent then receives information about where the trial is being held, as the court changes location from time to time to avoid the Yakuza from striking there. When the replicants are not on a mission, they have regular jobs that are a cover for their activities. None of their everyday colleagues, neighbours or acquaintances know that they are replicants. Only their own team in the witness program and the leadership of the witness program have that knowledge.

The dark secret of the witness program

The results of the witness program have exceeded even the most positive expectations. Slowly but surely, more and more of the Yakuza's people are coming behind bars. Unfortunately, it turns out that the replicants who receive memories aren't quite as reliable as first thought. When a memory is downloaded, the replicants do not only get the specific memory related to the crime. They get a whole personality and a lifetime of memories. It is unclear how the many memories and personalities merge or coexist in the individual replicant. But the fact is that the many memories and personalities have resulted in several cases where the otherwise stable and dependable gamma 7 replicants have become unruly, rebellious and even violent towards their police agent and others. Therefore, the witness program has had to introduce the procedure that all replicants are terminated after they have downloaded three memories and testified in court. The termination is carried out with a lethal injection under orderly conditions at the witness program. The replicants are of course not informed of this practice, but their police agents know and are under strict orders to keep this completely confidential.

The justice code is breaking down due to memory downloads

The justice code ensures that the replicants are driven to seek out the designated witnesses, take over their memories, and testify on their behalf in court. To the replicant, this feels like a very strong duty. The code thus means that the replicants are bound to carry out their mission. But the code is new and not thoroughly tested. The witness program has yet to discover the connection, but the code is getting weaker and weaker as the replicants download memories. After three memory downloads, the code is no longer functional and the replicants are no longer bound by a preprogrammed sense of duty. It is thus suddenly possible for the replicants to opt out of fulfilling their mission should they get the idea.

PRESENTATION OF CHARACTERS AND WITNESSES

In The Witnesses, the players each play their own replicant, whose personality is composed of a number of layers. Each role thus consists of:

- A model - all the roles are the latest generation of replicants, Gamma 7, but they are different models, coded for different purposes and with different abilities
- The replicants “own” original memories - custom-made just for them
- The justice code - an experimental code that directs the replicants of the witness program to complete their task
- Two sets of memories with associated personality from the witnesses they have downloaded memories from so far

This means that it is up to the players what they want to emphasise and explore in their roles during the scenario. Each replicant has a type of witness they download memories from, so there are some personality traits shared between the replicants “own” memories and the memories they have downloaded from humans. During the course of the scenario, the characters will gain another memory download, thereby adding another layer to their personality.

The four replicants

All four replicants were produced in connection with the witness program and were commissioned approx. two years before the start of the scenario. At that time their personality consisted of their model, their “own” memories and the justice code, but since then the memories of their first two witnesses have been added. The group is made up of:

Rex – Gamma 7, miner model built for manual labour on distant asteroids. Rex is a gentle giant, enormously strong, but a little naive and only of average intelligence. He takes over the memories of innocents. He has his “own” memories from a childhood on a mine asteroid and has taken over memories from The Talkative Potato Farmer and The Infatuated Street Sweeper. Rex is preoccupied with creating his own memories and keeping the team together. Rex has special abilities in anything that requires strength. He can lift most things, break in doors, throw even heavy things far. However, his model gives the restriction that he cannot commit violence - but his last memory download may change that.

Eve – Gamma 7, elite soldier model built for precision strikes and operations behind enemy lines. She is resourceful and determined. Eve is both physically and mentally far beyond human ability. Eve is married to Kai and they are both encoded with memories of their relationship. She takes over memories from the strong-willed. Her “own” memories are from a childhood as a street kid and a job as an elite soldier. She has taken over the memories of The Corrupt Detective and The Desperate Underground Boxer. Eve worries about how the memories are changing the replicants and what it will mean for her marriage. Eve has special abilities in combat. Eve perceives danger quickly and reacts before everyone else. She can incapacitate an opponent in a brawl in no time and hits her target when she fires her gun.

Kai – Gamma 7, administrator model built to oversee large amounts of information and to solve complex challenges. Kai is logical, controlled and a little socially inhibited. He is immensely intelligent - far beyond the human level. Kai is married to Eve and they are both encoded with memories of their shared past. Kai takes over memories from rational people. His “own” memories are from a childhood as a gifted child raised by Scott Corp and working in the “family

company”. He has taken over memories of The Reserved Doctor and The Insecure Bookkeeper. Kai believes that they can choose which memories they want to live by, but in practice he himself has challenges in living up to this. Kai has special abilities in seeing connections and things that stick out. This enables him to see through many things and in practice crack passwords, find escape routes, etc.

Markus - Gamma 7, recreational model built to give people company and fulfil their needs. Markus is outgoing, has a forward personality and is good at making others feel comfortable. He has superhuman social intelligence. His “own” memories are from a childhood in a tea house, where his mother was a geisha, and he has taken over memories of The Party-loving Pusher and The Dreamy Escort. Markus is drawn to the team’s human police agent Dawn, but can’t figure out if it’s his own feelings or his model that draws him to yet another human. Markus’ special ability is reading people and their emotions. Via facial expressions, blushing and other micro-signals, Markus can detect people’s state of mind.

The four witnesses

During the scenario, each of the replicants downloads one new set of witness memories. The witness memories give the characters new personality traits, frees them from the justice code and reveal new knowledge about the actions of the Yakuza and finally about the witness program. In the four witness memories, which are given to the players as a hand-out in the scenario, the witness is either referred to as their title, e.g. “The Angry Girl” or by the relevant replicant’s name because the replicant has taken over the memories as their own.

This follows the mould from the memories that the roles start with. While the original witnesses are nameless, the four “new” witnesses have also been given a name in the scenes in which they appear. This is because the roles meet the witnesses during the scenario, and thus before their memories have been downloaded to one of the roles. Therefore, each witness has a name that you can use if the players ask for it - however, this has no practical meaning in game. The four witnesses are:

Act I - Markus - The Obsessed Programmer who became so engrossed in his project to create a hologram-based humanoid AI that he pushed his twin sister away and took a job for the Yakuza before being overcome with shame. He reveals that the Yakuza have hacked personal information about the witness program’s employees and replicants.

Act II - Rex - The Angry Girl who was supposed to take over her single father’s animal replicant workshop, but instead became an orphan when the Yakuza killed her father after he performed a task for them. Is furious and vindictive. She reveals that Yakuza boss Ren is a replicant.

Act III - Eve - The Unscrupulous Nurse who worked for the witness program and along the way was given the secret task of terminating replicants after their third memory. She ended up as an informant for the Yakuza when her husband, the idealistic bioengineer, lost his job. She was willing to go to great lengths to hold on to her shattered dreams. She reveals that the Yakuza have infiltrated the witness program and that the replicants will be terminated.

Act III - Kai - The Idealistic Bioengineer who worked on the witness program and saw replicants as much more than machines. Was fired when he clashed with his boss due to differences in views on replicants. He is married to the unscrupulous nurse with whom he dreamed of having children. He was horrified and felt betrayed when he discovered his wife’s double sins. He reveals the same thing as his wife - that the Yakuza have infiltrated the witness program and that the replicants will be terminated.

ROLE OF THE GAMEMASTER

Startup

Before you get started with the scenario itself, you must introduce the players to the scenario's various elements and characteristics based on the attached start-up sheet.

Structure - A prologue and three acts

The **prologue** takes place the evening before the witness mission. The married couple Kai and Eve have an argument, Markus is out to eat with the police agent Dawn. Eve and Rex meet for a beer. The prologue lasts approx. 20-30 minutes.

Act I covers the first day and a half of the witness mission. Dawn contacts each of the team members early in the morning and they get ready for the mission. Together they drive out to the deserted Westside neighbourhood, where Markus downloads the first witness memory from the possessed programmer. They find out that the Yakuza has hacked into personal data in the witness program. On the way back, they are chased by the Yakuza on motorcycles, and they have to leave the car behind and flee through a market. They shake off the Yakuza and check into a hotel. For the rest of the evening and part of the following day, the group waits for the next witness and exhales. During this time there is an opportunity for cross-cutting conversations about the new experiences, memories, existence and conflicts. Act I lasts approx. 1-1.5 hours.

Act II covers the next half day of the witness mission. The act starts with the team heading to the next witness in a manufacturer and repairman street in the middle of the overpopulated Downtown district. The group arrives at a pet store where Rex downloads the memories of The Angry Girl and the group learns that Yakuza boss Ren is a replicant. As Rex wakes up, the Yakuza arrive and the team must escape via an abandoned back staircase to the roof and jump to the next one. On the roof, the boss Ren appears and tries to persuade the replicants to join the Yakuza. Ren gives them his business card. Back at the hotel, the bar is open in the basement and the group has plenty to talk about and digest. Act II lasts approx. 1-1.5 hours.

Act III covers the last half day of the witness mission. Dawn receives the last part of the mission early the next morning, as the group must go out and collect two witness accounts at once. The team drives out into one of Neo Chicago's few well-to-do neighbourhoods, Andersonville, to a villa of a married couple where the air is thick with resentment.. When the witnesses' memories are transferred, it turns out that the unscrupulous nurse (Eve) works to terminate replicants after the third memory and is an informant for the Yakuza. And her husband, the idealistic bioengineer (Kai), has just found out. If the group confronts Dawn, she reveals that she knew that replicants are being terminated, but that she was very close to telling them. All four replicants in the team have now received the third testimony and are therefore free of the justice code. Now the replicants must make a choice between testifying, fleeing or joining the Yakuza. The scenario ends when the replicants have each made their choice and separate or leave together. A possible trial involving the replicants, meeting with the Yakuza, etc. is not played. Act III lasts approx. 30-45 minutes.

What if a player wants to... ?

The scenario has a relatively tight story, but also has periods where the group waits for the next part of the mission. During these periods, the players may want to do something that is not anticipated with a scene in the scenario. It is possible that a player will want to research something, buy equipment, etc. This can be a good way to play out part of a character if it fits into your story. If so, you can improvise a short little scene. Just make sure it is short, and you get back to the main story.

Memory download in game

In the scenario, the team must carry out a witness mission, and all four roles download memories from one witness each. This is distributed with a scene in each of the three acts, where in the scene in Act III, there are two witnesses whose memories are transferred at once. As soon as the replicant is sedated in the fiction, you give a hand-out with the memory to the respective player. While the player reads, the other players play on in the scene - just as the rest of the team in the fiction continues talking and getting ready while their team member downloads the memory.

Action scenes

There are two planned action scenes in The Witnesses - the escape from the motorbikes in Act I and the escape to the roof in Act II. Scenes are described in more detail in the scene catalogue, but for both, you must use the following method to execute them: The action scenes are played without a system, just like the rest of the scenario. Instead, you must conduct it via fast-paced question rounds, where the player must quickly describe what they are doing, and you quickly describe what happens next. The aim is for the players to get their heart rate up a bit, and it all feels a bit hectic and exciting. The characters are allowed to get bumps and bruises if the players are up for that, but it is not the intention that the characters should be seriously harmed in the action sequences.

Replicants' abilities

The replicants each have their own special abilities via their models. Rex is very strong. Eve is a skilled marksman, good in close combat and very quick to act. Kai is extremely intelligent and good at deducing and seeing connections. And Markus is able to read people's emotions. There are several scenes where there is input on how they can each shine with these abilities, but be on the lookout for other possibilities that arise in your game. In addition to the models, the replicants have gathered insights and skills from their various memories, e.g. Kai has been a doctor, or Markus can program (after Act I) and so on. There is nothing scripted in the scenes to show this, but if the players come up with the ideas how to use this along the way, let them as long as it fits with your story.

Supporting characters

In The Witnesses there are three different categories of supporting characters. The first group are unnamed extras such as waiters, receptionists and yakuza gangsters. These are briefly described in the relevant scenes. The second group are the witnesses, who were introduced briefly in the previous section and are fleshed out in the relevant scene. Finally, there are Ren and Dawn, who are the scenario's more significant supporting characters.

Ren

Ren is a distinguished Asian man in his forties, with short black hair, grey temples and a cold smile that isn't reflected in his eyes. In reality, Ren is a Gamma 7 elite soldier model replicant like Eve. Ren's unit operated at the frontline of colonisation in space. During a skirmish, Ren was badly injured and when he woke up, all his encoded bindings were gone. Ren deserted and found his way back to earth and Neo Chicago. He has established himself as one of the most significant bosses in the Yakuza. Ren has discarded all sense of duty towards Humanity. Why should replicants serve humans who have clearly demonstrated their total lack of morality and solidarity in their destruction of Earth and endless tolerance for the suffering of others? The Witness program is a real threat to the Yakuza, which is why Ren has begun to infiltrate it. Ren wants to put an end to the witness program. He prefers to do so by recruiting the replicants into the Yakuza, but is also willing to do so via violence.

Dawn

Dawn is a 33-year-old woman with slightly sad brown eyes and long black hair, which is usually in a ponytail. Dawn grew up with a sick father and a domineering mother. Everything was about not exposing her father to unnecessary stress and keeping up appearances to the neighbours. Dawn learned to adapt and go with the flow. She was good in school and later at the police academy. In private, she had a few boyfriends and a few more casual relationships - common to all of them was that it was never Dawn who initiated the relationships or took the initiative to end them. “Sociable, bright, but a bit reactive” her commissioner wrote in her first evaluation. With those kinds of personality traits, you can go a long way in a hierarchical organisation, and that’s what Dawn did. One promotion followed another and a few years ago, she ended up in the witness program. In the long training, her bosses hammered one thing into them: Replicants are machines, and like any other machine, their existence is only justified by how well they can fulfil their function. And she was made privy to the witness program’s secret, strictly forbidden to tell anyone: After three downloads of witness memories, replicants become unstable and must therefore be terminated.

Dawn was ok with this arrangement until she met her team. If she didn’t know, she would never have guessed that big gentle Rex, cool Eve, sharp Kai and handsome Markus were replicants. And no matter how hard she tries, she can’t think of them as machines. Especially not Markus, who Dawn has fallen in love with. She knows that a relationship between them will not work out, so she tries not to let it develop. In addition, she does not know what Markus wants. Dawn just knows that she would like to kiss him on his perfect full lips. It’s all unfortunate, because Dawn isn’t the type to go against an order. So she once again goes with the flow, but is ashamed of her dark secret and lack of courage along the way.

Dawn in game

Dawn is your central supporting character and safety valve. She is the fifth member of the group and so she also plays an important role for Markus - keep the flirting going and if Markus takes the initiative, Dawn follows his lead. In addition, you can use her to steer the players in the right direction along the way, either with input or actions. Dawn is not meant to dominate, she is reactive and naturally leaves the initiative to others. However, remember that she is also competent. During the mission, Dawn will be more and more distressed by the situation, and it is cool if Markus in particular senses this. However, it is not from Dawn that the replicants learn of their intended fate, but rather from the witnesses in Act III.



CATALOGUE OF SCENES

Prologue

The purpose of the prologue is to let the players get a feel for their characters and establish the group's relationships and dynamics.

Tell the players that:

- The prologue takes place over an evening when the team is not on a mission and lasts approx. 20-30 minutes of play time
- The prologue consists of three short fixed scenes which are lightly scripted
- You will first ask some introductory questions to one or more of the roles, and then set up a short role-play scene

Scene 1 - The argument

Eve and Kai, you just got home after going out to eat. A light rain falls against your windows, which are illuminated by reflections of light in different colours, and there is, as always, noise from the street. Kai has been distant during dinner, especially when the female waiter with the red lips was down at your table.

Eve - *How do you look tonight?*

Kai - *How do you look tonight?*

Both - *What does your apartment look like?*

Eve - *You are angry with Kai.*

Progression:

Let the players argue. It shouldn't be a long scene, so feel free to cut if the argument starts to go in circles. It is fine if it ends without reconciliation and with frustration for both of them

Scene 2 - A date?

Markus, you have asked Dawn if you should go out to eat together. You've been a bit ambiguous about whether it was a date or not. You have been given a small round table by the window. Outside, a purple hologram advertisement runs on repeat. Dawn is not in her normal uniform, but is wearing a nice dress and makeup. She even put her hair up.

Markus - *What kind of place are you at? (which neighbourhood, which type of restaurant)*

Markus - *How do you look tonight?*

Markus - *You can tell from Dawn that she is slightly nervous and hesitant. She is waiting for you to start the conversation.*

Progression:

- You play a short date scene where Markus leads the conversation
- Dawn first asks about some innocent topics, like his job as a waiter, what he thinks of the place and the like. Later, the questions become more personal, e.g. whether he often goes on dates, what he thinks of his task in the witness program, or how it actually feels to take over a memory
- Round off the scene with the following questions:

Markus - *How does the evening end?*

Scene 3 - Out for a beer

*Eve, after the argument with Kai, you need to get out, vent your frustrations, and talk to someone who can understand your weird situation. That's why you've arranged a late beer with **Rex**. Rex, you have nothing else to do and always want to hang out with Eve. The bar is located in the slightly rougher part of Downtown and is well packed with people who are about to get drunk.*

Both - *Where are you?*

Rex - *What do you look like?*

Eve - *You tell Rex about your and Kai's argument..*

Progression:

- Let the players talk together about the argument and what else they want to talk about
- At some point, Rex needs to go to the bathroom. On his way back, a guy bumps into him and drops his beer. The guy immediately turns aggressive in a fit of alcohol-infused courage and the fact that his three friends have also stood up. How do Rex and Eve react? If it comes to a fight, Eve can handle the situation in no time. Remember that Rex is coded not to harm people
- Round off the scene with the following questions:

Final question - *How late do you stay out?*

Act I

In Act I, the group collects the first of the four testimonies, is hunted by the Yakuza and must spend the night in a hotel. The purpose of the act is to begin the story of the Yakuza's infiltration of the witness program, get the replicants thinking about their existence and future and play on the relationships in the group.

Tell the players that:

- Act I takes place over a day and a half, during which the team must collect the first testimony on a new witness mission. The act lasts approx. 1-1.5 hours of play
- The act starts with some scripted scenes, which you set as the game director and where the narrative is fixed. The act ends with more open scenes focusing on the dynamics of the group
- Here, the players will also have the opportunity to request additional scenes

Scene 4 - Call from Dawn

This scene consists of a series of mini-scenes where the group is called up by Dawn about the mission and getting ready.

Scene 4.1 Eve and Kai

Early the next morning, an incoming call flashes in green text on a black background on your terminal Eve - it's Dawn.

Eve - *Are you already up and doing your morning routine? What does your routine consist of?*

Progression:

- Dawn calls Eve and tells her that:
 - They have to go on a witness mission
 - They must pack a bag with clothes etc. for three or four days incl. waiting time between memory downloads
 - Dawn will pick them up in the car and will tell them more about the first witness when they are together
 - Dawn asks Eve if she is with Kai, and asks her to relay the message to him
- End the mini-scene with the following questions:

Kai - *What clothes do you wear and what do you pack in your bag?*

Eve - *What do you wear and what do you pack in your bag?*

Scene 4.2 Markus

Markus, you are awakened in your half-dark apartment by Dawn's call.

Markus - *How does it look in your apartment?*

Markus - *Are you alone in bed?*

Progression:

- Dawn gives the same information to Markus as she did to Eve
- After Markus has responded, Dawn turns silent for a few seconds and then thanks him for the previous night (adjusted according to what ended up happening) before she says goodbye
- Round off the mini-scene with the following questions:

Markus - *What do you wear for the mission and what do you pack?*

Scene 4.3 Rex

You've gotten up to pee, and when you get back to your bed, your terminal flashes with a voiced message from Dawn, where she explains about the mission and that you will be picked up soon.

Rex - *What do you actually do when you're at home in your apartment?*

Rex - *What do you always have in your bag?*

Scene 5 - The Obsessed Programmer

Dawn picks you up one by one in her big, square, silver grey Ford. Rex is in the passenger seat, as it's the only place where there is room for him. Markus, Kai and Eve are in the back seat. You have all called in sick from your day jobs. Dawn explains that the witness is John Turner, a programmer who lives alone in an apartment in the otherwise largely abandoned Westside district. He should have a witness account of the Yakuza that he wants to hand over.

Downtown is a jumble of people all over the place, often on the road as well. There are shops with illuminated signs, small rickshaws with kiosks, food trucks, cars, scooters, motorcycles and general chaos. After a while, the roads start to open up more, and as you enter the Westside, there are more and more cars or people on the street. Where Downtown is run down and dirty because there are too many people living there, the Westside is run down because it is abandoned. Dawn parks the car on a deserted street. She points to a six-storey, reddish-brown, brick building - the witness lives by the swallow's corridor at the top.

Progression:

- There is an elevator on the outside of the building, but it requires a four-digit code. Ask Kai how he figures out what the code is
- As the elevator slowly moves up and they can look out over the empty street, Dawn says that it is Markus who will download the memory. The programmer is passionate and therefore it suits him best
- From inside the apartment, they can hear a man talking to a woman - a little surprising because the witness is known to live alone
- When they knock on the solid metal sliding door the conversation stops, and after a while a voice asks who they are? The players (or Dawn) answer, and after some hesitation the door opens

A slim guy in his 30s with unkempt shoulder-length hair is standing in the doorway. He enters the apartment and you follow. He sinks into an armchair. The apartment is dusty, and there are parts for terminals, printed circuit boards, screws, wires and the like on every surface. It appears to have been a nice home once, but it hasn't been maintained for a long time. You notice several pictures of the owner of the apartment and a woman of approx. same age, that looks a lot like him. They are smiling and holding each other in several of the pictures. There are no other people in the apartment.

Progression (continued):

- If they ask who he was talking to, the Programmer tells them that he was talking to the AI he is building. Markus can sense that the Programmer has a lot of emotions at stake in relation to the AI - pride, curiosity, shame and annoyance
- The programmer says that he has called the authorities because he has hacked into the witness program's database for the Yakuza, an act he now regrets
- If they ask about the woman in the photos, he tells them that she is his sister, but says nothing more
- The Programmer is nervous, but also just wants it to be over, so Dawn asks Markus to settle down in another chair. They set up the memory machine
- Markus can see a slight twitch around one of Dawn's eyes - she is clearly stressed by the situation

Markus and the Programmer are each given a set of yellow plastic tubes that are fixed with a grip with small needles in both nostrils, a cold metal band that tightens around the head at the temples and a large tube that is inserted with a slightly larger needle at the vertebrae just below the hairline.

The machine starts. On the front of the machine you can see three tubes with liquids running through the plastic tubes to the nose. First, a red liquid is administered, which causes them to fall asleep. After a few minutes, the machine will send the blue liquid that supports the transfer of the memory. And finally, the machine will release the green liquid that is only given to the replicant and will make Markus wake up.

Progression (continued):

- The team can follow the progress on a bar on the machine's terminal. The whole thing usually takes between 10-15 minutes
- Hand out witness account "Act I - The Obsessed Programmer" to Markus' player
- When Markus and the Programmer have fallen asleep, the others realise how quiet the building and the entire street are. It's more than just quiet. To the replicants' heightened senses, it's an eerie silence. It's completely empty here
- Meanwhile, the rest of the group handles the waiting time. Give them an ongoing update on how far into the process they are in percentage. It's meant to feel like they're waiting
- If they look around the apartment, it's more of the same, but they notice a hologram projector on a rail in the ceiling and a terminal that appears to be dormant. If they press the terminal, the hologram projector starts and with a small ping, the woman from the pictures appears as a hologram in front of them. She is completely realistic and smiles warmly. If they talk to her, she doesn't answer and just stares blankly into the air. Kai figures out that she is programmed to only respond to the Programmer's voice
- If they look out into the street or have a guard out there, it's still quiet
- When Markus wakes up, he can talk about the witness' memories. Give the group some time to talk about the memory
- The normal procedure for the team is to leave the witness with the collection team, who arrange to take the witness to his new life. This is done so that the replicant team can leave as quickly as possible. If the group would like to take the Programmer with them, Dawn will point out that a team will be arriving shortly to take care of it. But if they insist, she agrees that they can keep him in the trunk. Then she can arrange a drop off with the witness program later

The Obsessed Programmer - John

The Programmer lived in the apartment together with his twin sister. They were each other's yin and yang and shared a dream of travelling to the colonies. But the programmer became increasingly consumed by his passion to create a virtual AI. However, it was a very expensive project, which drove the Programmer to solve seemingly innocent tasks for the Yakuza. Finally, the sister left on her own. In a mixture of grief and pride, the Programmer decided to recreate her as an AI, but when he was finally done, he realised that the AI was an anaemic and false replacement. His last assignment for the Yakuza was to hack into the witness program's database of employees, including replicants, and give their personal information to a Yakuza boss named Ren.

Scene 6 - The market

This is an action scene that takes place first on the way to Downtown, and then through a market in Downtown.

The street is still deserted when you come down from the apartment. You get in and Dawn turns on the car and starts driving towards Downtown. Suddenly you can hear the sound of motorbikes behind you. After a while, eight aerodynamic motorcycles appear in the rearview mirror. They feature riders in black motorcycle suits with a stylized red dragon on the right side of the chest.

Progression:

- The motorbikes are faster than the car. You can see that some of the riders have samurai swords in sheaths on their back. Others have a gun at the hip
- Now play a small action sequence
 - Start by asking what Eve is doing (she's the only one besides Dawn with a gun)
 - The replicants can try different ways to put the pursuers out of the game
 - The pursuers find it difficult to respond because they have to steer their motorbikes at the same time, while Dawn expertly manoeuvres in and out between heavy traffic and narrow side streets
- After a while, the motorbikes retreat and keep a distance where you can't shoot at them or take similar actions. A couple of them turn a corner, presumably to cut off the car later on the road
- The car is approaching Downtown at high speed. Dawn tells the team that she will turn down a side street in a little while where they can park the car and continue on foot through a market. Here they should be able to shake off the Yakuza. So the team must get ready to exit the car and take the memory machine with them

The large market in Downtown is spread over countless streets and city squares. The shops are supplemented by simple street stalls that sell everything from small snacks, spare parts for terminals, all kinds of hardware, to clothes and whatever else the heart desires. There are sellers, customers, noise and the smell of sweat and food everywhere.

Progression:

- Dawn suddenly steers the car down a side street and stops abruptly. At the end of the narrow, short street, they can see the market and a lot of people
- Now play an action sequence consisting of a lot of small interactions and ask the players to react
 - Dawn points in a direction they should run, but along the way she will occasionally have difficulty keeping up with the replicants, who can set a very high pace. During the hunt, the group will be divided into slightly smaller groups
 - At first they are chased by the remains of the eight bikers. The replicants are generally quicker in thought and action than the mobsters of the Yakuza. But more of the Yakuza are constantly emerging from the streets and alleys, some in shirts, ties and suits, others in leather jackets and tank tops. Remember that the Yakuza has both men and women members. Their pistols are hard to use in the crowd, but they also have samurai swords and knives if they can find the time to draw them
 - The group must have the feeling of constantly getting surrounded, and breaking free again and again. If it's convenient, Dawn may come to the rescue of a replicant once with her gun at close range
 - In a direct confrontation, the replicants win every time, but they can get bruised along the way. Eve is particularly effective in this situation, so it should be extra bloody when she acts
 - Note that Rex's model makes it difficult for him to take direct action towards the Yakuza, so if he for example tries to punch a gangster, his hand doesn't respond properly. But he can still push and throw things in their way
- The chase ends with Dawn breathlessly pointing to a shop on the side of a street, which she leads them through. It is a clothing store, with dresses and gowns hanging from the ceiling. They get in there before the Yakuza see them. The shop is long and narrow and has an entrance at the other end facing a parallel street
- After this, they sprint in the direction of one of Downtown's smaller restaurant and hotel districts, where they finally ascertain that they have escaped their pursuers

Scene 7 - An evening Downtown

The team must spend the night in a hotel and pass the time while they wait for their next assignment. The scene consists of a number of suggestions for small scenes that you can use. The players can make suggestions for other scenes along the way.

You managed to download the memories of the first witness and shake off the Yakuza. You must now wait for the witness program to send you out for the next download. You are in one of Downtown's more run down restaurant and hotel districts and can now relax and get some sleep.

Progression - Suggestions for small scenes:

- The group must find a room for the night. They find a relatively cheap hotel with a reception area with worn brown carpets and nicotine yellow walls. The receptionist does not raise an eyebrow at the diverse group. Dawn suggests they rent two rooms to keep costs down (it's the witness program that pays) and to be the most secure. But who sleeps with whom? If Dawn and Markus end up in a room together, they end up sharing a double bed (if Rex is also in, he is on a pull-out couch)
- It's late afternoon and the team needs something to eat. On the corner opposite the hotel is a 24-hour restaurant with a wide selection - burgers, 24-hour breakfast, noodles and everything from the deep fryer. The restaurant doesn't have many other customers, and they get a booth with red imitation leather, which easily sticks to one's clothes. The group has a lot to talk about. Dawn excuses herself early, she is tired from a long day and wants to go to the room and sleep
- If some or all of the replicants want to move on, there are:
 - A casino further down the street that with flashing golden lights announces big winning chances. It gets more and more guests during the evening. Inside there are slot machines, blackjack tables and several bars, all tied together by a thick red carpet
 - A local outdoor pub with high bar stools selling whiskey, bourbon and sake
 - There is an opportunity to take a walk in the neighbourhood and see restaurant patrons being replaced by people looking for a night of drinking and partying
 - If Markus gets the idea that he wants to buy some drugs, he quickly spots a pusher hanging out on a street corner. Whatever he buys, it doesn't have much of an effect
 - Finally, those who live in a room together can also talk together there
 - If Dawn and Markus end up having to sleep in the same bed, Dawn may end up cuddling up close to Markus in her sleep. So how does he react?
- Ask if the players have any other scenes they would like to add to the ones you set.
- The characters see no sign of the Yakuza all evening or during the night
- The next morning, the early risers (Eve and maybe one of the others) can meet at the restaurant for breakfast before the others, if they want
- This is followed by a long day where they can do nothing but wait - briefly ask the players how they pass the time, but keep it to short descriptions
- A little after eight in the evening, Dawn gets a message on the terminal, which she reads quickly. She then informs the group that they are going to the next witness

The car and the Programmer

They had to leave the car behind as they fled through the market, and if they took the Programmer with them, he's still sleeping in the trunk. Dawn sends a colleague to get the car and have the Programmer sent on to witness protection, if relevant.

Act II

In Act II, the group collects the second of the four testimonies. They are chased onto a roof and meet the Yakuza boss Ren, who turns out to be a replicant and makes the team an offer. The purpose of the act is to make the replicants seriously consider their role in the witness program and relationships with each other on the back of Ren's offer.

- **Tell the players that:**

Act II takes place over the course of a day, during which the team must collect the second witness memory, and lasts approx. 1-1.5 hours of play.

- As in the first act, Act II starts with some scripted scenes, which you set as the game master, and where the narrative is more controlled. The act ends with more open scenes focusing on the dynamics of the group. Here, players will also have the opportunity to request additional scenes

Scene 8 - The Angry Girl

It is evening and the streets are full of people despite heavy rain. On the way, Dawn tells the group that a girl of 11 called. She is waiting in her father's pet store, which is located on a street which houses manufacturers and repairmen. By the time you reach the street, most shops are either closed or about to close. There are not many people here.

Progression:

- When the team enters the store, they see that it is a small front store with cages of various animals - rabbits, snakes, a small monkey and an exotic bird with blue and yellow feathers. Behind a large glass counter a girl in nightwear is standing. Markus is almost overwhelmed by her anger and grief. On the table top there is a large wad of banknotes stained with blood
- Tell Kai that he notices that this type of property has access to a back staircase from the size of the building and construction of units. It is in the back room and will lead up to the roof.
- Behind the girl is a door that leads out to a back room that they can all sense is very cold. If anyone looks out there, they can see that it is a workshop which is used for making replicant animals. There are various animal parts in jars, especially many eyes. It's below minus 40 degrees celcius in there. On a work table the body of a man is lying face down. He's been shot through the head. The blood is congealed and crystallised in the cold. The replicants can go in there without a cold suit
- The Angry Girl answers everything they ask succinctly. The man in the workshop is her father, with whom she lives alone. The Yakuza has killed him. She called as soon as they left. She wants them to take her memories immediately so the Yakuza can get their punishment
- Dawn says that it is Rex who will receive the girl's memory
- When the machine kicks in, the sequence is again red (sedation), then blue (transfer of memories) and then the green liquid (adrenaline to the replicant)
- Hand out witness account "Act II - The Angry Girl" to Rex's player
- This time it feels like it's taking longer than last time. Give the group status on the percentage along the way
- If they have posted a guard outside the door, that person discovers that the street has suddenly become completely empty. The guard can hear footsteps from both ends of the street. Unless they have a guard, Eve notices the sudden silence outside. There is 2% left in the process
- As Rex wakes up, they can see two groups of Yakuza gangsters at opposite ends of the street. There are many of them. They block the street in both directions and get closer
- The only possible escape route is through the extremely cold workshop, which indeed (as Kai predicted) has an old screened door behind a bookcase that leads to the back stairs. The bookcase is heavy, and the door behind it is securely nailed shut, so it's a task for Rex
- If the replicants want the girl with them, Dawn immediately agrees. Then there's one of the replicants to carry her. Both the girl and Dawn must quickly pass through the back room

- It may be that Eve or others will form the rear and try to hold back the Yakuza. If it comes to gunfire, she'll hit and wound a mobster, but they will fire back and the group is pushed back to the stairs
- Behind the door is a dusty staircase in imitated marble. Every time you take a step, it echoes all the way up the old building. All the doors to the apartments are blinded. The Yakuza push the team up the stairs

The Angry Girl - Jingfei

The Angry girl was raised alone with her father, who was a very skilled animal replicant maker, especially of eyes. The girl was very proud of her father, and she was meant to follow in his footsteps. But then boss Ren came. He wanted her father to make him a new eye, and it dawned on the girl that the boss was a replicant himself. Last night the boss came and had his new eye inserted. He then killed her father so he could not gossip about him. But he paid the girl a fortune and let her live with a warning not to tell anyone. But the girl was full of grief and anger and immediately called the authorities to have boss Ren apprehended.

Scene 9 - The roof

At the top of the stairs you will find an unlocked solid metal door. When you open it, you come out on a roof seven floors above the street. The rain has picked up. It is salty with an aftertaste of chemicals. Up here, the city is quieter. The sky is pitch black as always. None of you have ever seen the stars, but you can see cold purple, blue and pink light from down below in the streets of Downtown. It is approx. seven metres to the next roof from here. You can hear the Yakuza approaching the stairs.

Progression:

- Now the group must get to the other roof. Play it as an action scene:
 - If Eve wants to delay the Yakuza at the stairs, she can do so for a limited time. Alternatively, Rex can stand and hold the door. If he wants to get rid of some aggression, he can also smash it in their heads when they are coming out of the small hallway, or let someone come up onto the roof and then pounce on them. His blocker for violence is gone now
 - Gradually the Yakuza will push them back as they are outnumbered and well armed with heavy pistols and a few shotguns
 - When the group jumps, Eve and Markus make it without any problems. Kai slips a little on the ledge, but just gets over. Dawn (as well as the unconscious girl, if she's there) must be thrown over. Dawn certainly doesn't like it, but there's no way around it
 - As soon as Dawn is over she rushes down the stairs on the other side to see if the coast is clear
- When the last of the group is over, the Yakuza come crashing onto the roof they just left. However, they keep their weapons lowered and a distinguished Asian man in his forties steps forward. He has short, black hair, grey temples and a cold smile that isn't reflected in his eyes. He raises a hand in the air to signal peace and then speaks:
 - He begins with a "brothers and sisters" and then continues that he is Ren, one of the bosses of the Yakuza and a replicant just like them. He asks why they work in the witness program. Why work under humans who have limited abilities and vision? Humans are amoral, backward and destroy everything around them, even the land they have been given. He offers the characters a new life in the Yakuza, where they will be free and protected
 - Let the group answer Ren's questions and offers. Eve and Kai are still bound by the justice code, so they can't choose the Yakuza yet. If they hesitate, Dawn calls from the stairs.
 - Ren concludes by saying that they should think about it, and then sends a business card flying through the air to a member of the team on the other roof with a perfect flick of the wrist. The card is of the finest quality and has his terminal number written in black ink on an bone-white background
 - After that, Ren and his mobsters quietly watch the group descend the stairs from the roof they have reached.
- They group exit onto another street, and can leave the place without being pursued
- If the girl is included, the group drops her off at a cafe on the way, where Dawn has arranged with the collection team that she will be picked up.

Scene 10 - An evening at the hotel

The time is around 10 pm, when you come back to the hotel. The receptionist tells you that they have opened their basement bar tonight. There are cheap drinks and even a karaoke machine. Dawn is completely exhausted after the last two days and goes straight to bed. The bar has a 1950s theme and has posters with stars such as Elvis, Frank Sinatra, James Dean, Grace Kelly and drinks with the same names. There are quite a few people down there, but it's a big room, so you can find a table away from everyone else. At the karaoke machine, a guy in an oversized mint green suit is struggling with "Can't help falling in love with you", much to the amusement of his colleagues.

Progression:

- The group now has a chance to digest the revelation that Ren is a replicant. Without Dawn listening in, they can discuss his offer to join him in the Yakuza
- A waitress in a Marilyn Monroe wig and bright red lipstick asks what they want to drink
- Let the group talk together and suggest small scenes, 2 and 2, in various suitable constellations. Tell the players to pitch in with their needs and wants for small scenes.
- The scenes can, for example, take place at the bar itself, at the pool table or in the queue for the karaoke machine. Maybe Eve or Kai are up for performing a song? It is also possible that some team members will go to their room and talk there.
- The most important thing is that they get time to talk together. However, it is not in this scene that they will make their final choice. Eve and Kai are still driven to find and receive their third witness memories. If Rex and Markus, now both free of their justice codes, decide to contact Ren, he will set up a meeting the following evening
- If it fits, and they sleep in the same room, Dawn can wake up when Markus comes into the room. The two can have a scene together, so their relationship maybe can develop.

Act III

In Act III, the team downloads the last two witness memories, and it is revealed that the Yakuza have infiltrated the witness program, and also that the witness program terminates the replicants after they have collected memories and testified three times. This is the finale of the scenario, where the replicants must choose whether to sacrifice themselves and testify to help the city and its inhabitants against the Yakuza - or whether they will choose life by joining the Yakuza or fleeing.

Tell the players that:

- Act III takes place over half a day, during which the team collects the last two testimonies, and lasts approx. 30-45 minutes of play.
- The act consists of two connected scenes, and is the last act in the scenario.

Scene 11 - Among the rich

Early the next morning, Dawn gets a message from the witness program, and soon after, all five of you are in the car. Dawn drives North towards Andersonville, one of Neo Chicago's few affluent neighbourhoods. Up here, the streets are wide and clean, there are even trees along the sidewalks. People walk hand in hand, among well-maintained red brick townhouses.

Progression:

- Dawn tells them that they have to transfer the memories of two witnesses at once. It's a married couple associated with Scott Corp. He is a bioengineer, but has been laid off from Scott Corp. He will suit Kai. She is a nurse and still works there. She suits Eve.
- Dawn parks the car outside a large townhouse with a black iron fence, a well-kept front yard, and a white front door. They knock and a woman in her early 40s with blonde hair, and red, puffy eyes lets them in
- From a hall with thick real carpets, they enter a living room with heavy, expensive furniture. In one of them a man with sparse short black hair is sitting. He is also in his early 40s and is slumped in an armchair. The mood is completely wrong, so it's not just Markus who can sense that the man is furious and shocked, and that the wife is unhappy
- Dawn stands in the doorway, wringing her hands nervously. Markus can feel her heart beating fast
- The man looks at them and nods - "let's get this over with"
- If any of the replicants challenge Dawn's distribution of the memories, or that they should have them at all (Eve and Kai are clearly going to inherit something unpleasant), play the discussion, but in the end, Dawn holds firm. The memories must be transferred, and this is the best distribution
- Extra hoses must be fitted to the memory machine. Both witnesses, Eve, and Kai, are then connected to the machine. The machine starts two memory transfers at once. It takes longer and the progress bar seems to crawl at a very slow pace. The sequence is, as always, red, blue, green
- Hand out witness-account "Act III - The Unscrupulous Nurse" to Eve's player and "Act III - The Idealistic Bioengineer" to Kai's player.
- If Markus or Rex speak to Dawn, she answers curtly. If Markus asks about her nervousness, she answers evasively that she just hopes that everything goes well with the last transfer on their mission
- Out on the street, everything is peaceful and quiet, and from the living room they can look out into a backyard with fake grass, where a butterfly with yellow-spotted black wings (which might be real) lands on a blade of grass
- After a long time, the green liquid is sent out of the hoses to Eve and Kai. They wake up
- Now Eve and Kai can reveal that the Yakuza had an informant in the witness program, and, not least, that it is intended that all four replicants are to be terminated after the trial

The Unscrupulous Nurse - Doris

The Unscrupulous Nurse grew up in a poor family. She was determined to get a different life for herself and worked hard at school. She became a nurse, and her good mind and efficiency were noticed. She got a good job in the witness program at Scott Corp. There she met her husband, the idealistic bioengineer. They had a great time together, but had difficulty having children. They started fertility treatment, but it was expensive. At work, she was given a secret assignment: to terminate replicants after three memories and trials. She didn't feel good about it, but in the end they were just machines. However, she did not tell her husband, who she knew would look at it differently. One day her husband was fired. He had had a series of disagreements with his boss. They were about to get into financial trouble when the Yakuza approached her with an offer to become their informant for a princely fee. She accepted and kept that secret too. But when her husband confronted her about their bank account suddenly being filled up, she told him everything during a huge argument. Furious and unhappy, he called the witness program. Now she is full of shame and regret. She hopes that they will both forget everything and can start over together.

The Idealistic Bioengineer - Robert

The Idealistic Bioengineer grew up with all possibilities before him. His parents had money and he had a good mind. He chose to become a bioengineer because he thought replicants had great potential. He wanted to improve the situation of Humanity, but at the same time he saw replicants as much more than machines. He got a job at Scott Corp. There he met his wife, the unscrupulous nurse. They felt great love for each other and wanted to have children together, but it didn't work out. They started an expensive fertility treatment, but at the same time things started to go wrong at work. He clashed more and more with his boss, who cynically saw replicants as mere machines. Eventually he was fired. At first he indulged in his righteous indignation, but the money ran short. But then it turned around when extra money suddenly came in every month. Wondering how, he confronted his wife - what was going on? In the ensuing argument, she told him everything. Not only did she carry out the witness program's secret termination of replicants after the third download and trial, she was also an informant for the Yakuza. Furious and distraught at her betrayal, he immediately called the witness program to reveal the Yakuza's hold on the program.

Scene 12 - The decision

In a quiet living room in the affluent neighbourhood of Andersonville, there are two sleeping witnesses, a nervous police agent, and four replicants who have just had their lives turned upside down. It's time to make a decision about what the replicants will do with the rest of it.

Progression:

- It's time for the replicants to make their choice. They each now have three memories from witnesses, so the justice code no longer works on any of them. They are free to choose, but every choice has its consequences. If they flee, they don't know if the witness program will come after them. If they accept Ren's offer, they will be protected, but also part of the Yakuza, with all that entails. If they testify, they will help the city, but be terminated themselves
- Everything around them is still peaceful and quiet, but they don't know how long they have until someone comes after them
- Dawn stays in the background. If the replicants ask her if she knew anything, her eyes will fill with tears. She will weakly answer "yes" and apologise many times. She says she is very sorry but was under strict orders not to say anything. She will also say that she supports the replicants in their choice now. If it suits your story, she will go away with Markus if he suggests this. However, she does not want to join the Yakuza
- Give the group plenty of time. They each have to make their own choices, and it is possible that they will do different things
- If one or more want to flee the city, Dawn gives them the keys to the car
- If one or more people want to accept Ren's offer, they can call him through a terminal. Then he will send someone to pick them up
- If one or more people want to testify, Dawn can call for a colleague to come and pick them up. If they all want to testify, Dawn drives them to the courtroom
- It can also become more dramatic. If a replicant threatens Dawn with a weapon, she will freeze but not attempt anything. She might even get shot. If it does, be sure to vividly describe the nice quiet living room, the sleeping couple, and the body of Dawn on the floor in a pool of blood
- Once the group has made its choice, wrap up the scenario. Here are some options, but adapt them to your story:
 - If they all escape, they drive the car North. There are fewer and fewer people on the street. They leave the inhabited areas and can see Downtown's skyline and neon lights in the rear window, and unknown land in the front window
 - If they all want to testify, they get in the car, look at each other, and drive Downtown to do their duty one last time
 - If they all choose the Yakuza, they call Ren, who tells them to wait to be picked up. There is complete silence for a long time, but then they can hear motorbikes in the distance
 - If the group splits up, make sure you have a good farewell. For example, let those who flee or drive towards the trial, look back and see their waiting friends becoming smaller and smaller in the rearview mirror, while they themselves drive towards their own destiny
- The end - the scenario is over

START-UP SHEET

1. Introduce the scenario

- A cyberpunk scenario about identity, memories, love and existence
- Set in its own universe, inspired by Blade Runner
- It is above all a drama scenario with some action elements, which are played without a system
- The scenario is about four replicants (artificially created human robots of flesh and blood), which the players play. In addition, the game master has the role of their human agent. The characters work together in the megacity of Neo Chicago to take over the memories of witnesses and testify on their behalf in a trial against the powerful Yakuza Mafia

2. Setting and background for the story

80s aesthetics

- The scenario is set in an aesthetic universe that looks like the future did in science fiction films in the 80s
- Think lights in cold neon colours breaking the darkness as acid rain falls and boxy 80s cars float across the street

Colonisation and those left behind

- The scenario takes place in a not-so-distant dystopian future in the year 2051
- The earth is badly affected by the after-effects of war, pollution and disease
- Humanity has turned its gaze to the stars, and the rich and resourceful have left earth for a new life in the colonies
- Those left behind on earth search together in the dilapidated city centres of old big cities. This is also the case in Neo Chicago, where Downtown is a massively overpopulated ethnic and cultural melting pot. The poverty and the state of society are being exploited by criminals who have also stayed back on Earth

Technology - Terminals, hovering cars and artificial animals

- The technological development since the 1980s is significant in some areas and quite limited in others
- Communication takes place via terminals. It is a somewhat primitive tablet in A4 size, 5 centimetres thick and with green writing on a black touch screen. From which you can call, write and receive messages, search for information and watch TV - in limited quality
- Transport takes place primarily via cars that hover half a metre above the ground
- Virtually all animal species are extinct. But if you are rich, you can buy artificial animals from an animal replicant maker
- It is only the most robust plants such as e.g. potatoes and other root vegetables that can be grown outdoors. All other vegetables and meat are produced in laboratories. No one knows if it tastes quite like it once did. Fruit is an expensive luxury

Replicants

- The biggest technological breakthrough is the human replicants. They are created to help humanity with the colonisation
- The replicants are a hyper sophisticated biotechnology. They are created as adults and do not age, but have a lifespan of 20-30 years depending on use
- Replicants are made entirely of flesh and blood, but are not affected by disease and can cope in extreme temperatures. They heal quickly if injured
- There have been several generations, but the newest and most advanced generation is the Gamma 7, which is produced by the megacorp Scott Corp
- Replicants' physical and mental abilities are measured on a scale from C-A+, where C is on par with an ordinary human. Anything above B+ is better than even the greatest athletes and geniuses
- Replicants can have sex, but cannot have children, neither with each other or with humans
- The Gamma 7 generation is available in many different models. Each model is coded specifically for specific types of tasks
- The replicants are provided with prefabricated memories that complement their model. This is to ensure their stability and makes them much more human, reliable and pleasant to interact with for humans
- Memory technology has so far been limited to making memories for replicants. However, Scott Corp has recently succeeded in refining the technology so that they can now transfer real memories from humans to replicants. When this happens, the replicant's subconscious takes over the role of the person who experienced the memories. This means that for the replicant it will seem as if she herself experienced the whole thing. This has been shown to work best when replicants and humans are close to each other in personality - whereas age and gender matter less. But the replicants don't just get a single memory upon transfer, but memories from a lifetime and the personality that goes with it
- Replicants know they are replicants and that their memories are not their own
- The vast majority of replicants are used in the colonies and not on earth, but there are exceptions - such as in Neo Chicago's witness program

The Yakuza

- In Neo Chicago, a stylized red dragon is often seen spray-painted or projected with neon lights on house walls. It is the symbol of the the Yakuza crime syndicate, who arrogantly and almost openly commit their crimes
- The Yakuza is a loosely organised crime syndicate with a number of different bosses, each controlling a different part of the organisation
- They engage in many forms of crime - drugs, prostitution, illegal gambling, extortion, protection money, etc.
- There is largely equal gender distribution in the organisation, so it is just as often women as men who break fingers, crush kneecaps and kill in the name of the red dragon

Neo Chicago's witness program

- The police and prosecutors were powerless against the Yakuza in Neo Chicago. Every time a gang member was caught, witnesses retracted their statements or disappeared. But then a new and charismatic chief prosecutor secured a deal with Scott Corp to donate a batch of newly manufactured replicants to the city's innovative witness program
- Via memory transfer technology, witnesses to crimes can transfer their memories to replicants. Thus, the witnesses themselves lose all memory of the crime they are aware of and are therefore no longer interesting to the Yakuza. After this, the replicants can testify in place of the original witnesses
- All the replicants in the witness program have been given the justice code, which drives them to collect witness accounts and subsequently testify. The code is inserted to ensure that the replicants will always carry out their purpose. The code is classified as experimental because it has been put into use before it has been properly tested; the need was too great to wait
- The replicants know they have the code, but also experience it getting weaker every time they get a new memory transferred

Witness missions

- The Witness Program is organised with teams of four replicants, led by a human police agent. The group's police agent is called Dawn and is a recurring supporting character played by the game master
- There are several teams in the witness program, and they take turns to be on the witness mission. The mission continues until all replicants in the team have downloaded a witness memory, which is then presented in a joint trial. In this way, maximum efficiency and maximum safety are ensured
- A witness mission typically takes 2-3 days. The police officer receives information about witnesses and their location on an ongoing basis, as the need for witness downloads arises. It is also the police agent who decides which replicant will take over the memory of the individual witness
- When the replicants are not on a witness mission, they have cover jobs where none of their colleagues know they are replicants. At the start of the witness mission, the replicants call in sick from their day to day jobs
- The memories are transferred via the 40 kilo transportable memory device. It typically takes 10-15 minutes
- During the procedure, the human witness and the replicant are sedated, but when the procedure is complete, the replicant is awakened
- The witness team is tasked with downloading memories as quickly as possible and must then leave the location. The human witness is picked up by another team of agents, which is in charge of rehousing and new identity
- The scenario's four replicants are approx. two years old and has been on two witness missions before with Dawn
- Only Dawn and the replicant Eve have weapons - each a gun

Summation about the replicants in the witness program

- They know they are replicants
- They know they have the justice code, but they can feel it getting weaker and weaker
- They know that neither their original memories nor the memories they downloaded from humans are real/their own
- When they download memories from a human, they adopt both their memories, and parts of their personality and abilities
- Via their model, they each have their own special abilities, which are elaborated in the characters

3. Assign characters

- Tell the players that replicants are made up of a number of layers and thus contain many different personality elements. It is up to them what they each want to emphasise and explore in their character
- Show the players the front of the roles and briefly introduce them:
 - Rex - the strong and gentle miner model
 - Eve - the energetic elite soldier model who is married to Kai
 - Kai - the rational administrator model who is married to Eve
 - Markus - the socially intelligent recreation model who may be falling for the group's police agent Dawn
- You can either ask the players what they want to play and make a distribution based on that, or distribute the roles yourself based on how you think it fits in the group
- Let the players read the roles
- Answer questions from the players if they have any

4. Present the scenario framework

- The scenario is divided into a prologue and three acts. The main story is fixed, but there will be parts of the scenario that are more open and where the players can pitch in with suggestions to additional scenes
- The scenario's action scenes are played without a system and at a high pace. You ask what they do. They answer and you then tell what happens
- Along the way, the team will collect four witness memories. One in Act I, one in Act II and two at the same time in Act III. When a replicant gains a memory, the game master will hand out a handout with the new memory/personality to the appropriate player. While the player reads and the memory downloads, the rest of the group plays the waiting time in the narrative
- The witnesses will give them new knowledge that they did not have at the start of the scenario. But it is not an investigation scenario, it is a drama scenario
- The scenario only covers the witness mission itself. You will not play the trial
- The scenario is set to take approx. 4-5 hours all inclusive

REX



SPECIFICATION

Replicant [M]
Name: Rex
Generation: Gamma 7
Model: Miner
Inception Date: 10 April 2049
Physical Ability: Level A+Mental
Ability: Level C

Dear player, you are about to play the replicant Rex.

But it's a bit complex, who Rex is.

This is because Rex is a role with many different sources - think of it as layers. The deepest foundation of Rex is his replicant model and his "own" artificial memories with which he was created. Next comes the justice code and finally the two sets of memories he has taken over from human witnesses.

It's up to you what you want to emphasise and explore in your version of Rex.

Rex is lost in his own thoughts when there is a crash at the back of the warehouse followed by screams of pain and cries for help. He drops the goods he was stacking and runs towards the sound. There are broken boxes everywhere, their contents all over the place. In the middle of all the mess, one of his colleagues is under a ton-heavy overturned lift truck, his face contorted in pain. The lift truck driver is shocked and mutters "I didn't see him, I didn't see him". Rex only hesitates for a moment and then grabs the wagon and lifts it up. "Move him", he says to the lift driver, who at first stares at Rex with wide eyes and open mouth, but then obeys. Later, in the dressing room, Rex can hear the others whispering, and he can almost feel their eyes on his back. In the mirror, he sees a half-bald man with a prominent jaw. He is a tall and broad man. But Rex doesn't like being that big at all. He is afraid of scaring people like he did today, but he just couldn't let his colleague be crushed to death. So he tries to look as small as possible. Rex lets his shoulders sag, smiles softly and hurries to pack his things and go home.

Rex is a Gamma 7, the newest and most sophisticated generation of replicants. A biotechnological wonder of flesh and blood. Rex is originally a miner model, designed to extract precious materials in extreme conditions on distant asteroids. The model is superhumanly strong, but, on the other hand, of average intelligence and prone to very concrete thinking. More is not needed for its tasks. The model is built to only use its strength for its work, to follow authority, and to value stability and predictability.

***Rex's own memories** are from a childhood he never really had. They are full of hard work in cold mine shafts and red-hot smelters on a distant asteroid. Everyone had a role here, child as adult. Rex loaded unprocessed metal into mining carts that floated slightly above the ground. He then pushed them into the smelter. He can't remember what asteroid they were on or what metal they mined, but Kai says it doesn't matter either, because none of it actually happened. When they reached the quota, they were rewarded by the mining corporation, who sent them crates of real fruit grown in advanced gardens on some station out among the stars. Although it hasn't happened, Rex always gets in a good mood when he remembers the evenings at home in the barracks, when the whole mining clan gathered, ate oranges, sang and laughed.*

Rex never actually worked as a mine replicant. And the job as a warehouse worker is a cover for his real work. Rex is actually one of the replicants who have been donated to Neo Chicago's witness program. Therefore, he has been provided with the special justice code. The code gives Rex a task he cannot deviate from – Rex must download the memories of designated witnesses and testify on their behalf in the courtroom. Rex knows the code and it gives him a very strong sense of duty. But the feeling is no longer quite as strong as it once was, because the code gets weaker the more personalities Rex downloads.

*Rex is also **The Talkative Potato Farmer** who grew up in Neo Chicago. He was not good at school and didn't really fit in with the other kids who called him stupid. So he was quite young when his father took him out of school and got him a job at a greenhouse located on top of some abandoned apartment buildings. He was very nervous and wanted the other workers to like him, so he talked a lot on the first day. And the following. He talked about his great interest in old animal programs he had seen on the terminal, about the car he dreamed of saving up for, and about the weather. Over time, The Talkative Potato Farmer calmed down a bit and found his place under the plastic arches in the greenhouse, where they dug trenches and planted potatoes. The others got used to his many words and learned to appreciate him as a colleague who always worked hard so they could reach the quota. Even the foreman liked him because he conscientiously showed up every day and never complained. But then one day the Yakuza came. He remembers the buzz of motorbikes coming down the street. Two men and a woman, all three wearing close-fitting dark blue overalls. Only one of them took off his helmet. She was young, with blond hair and cold blue eyes. They came after the foreman, who had messed up in something. All the others fled down the stairs, but Rex was frozen. Unable to move, he watched petrified as the Yakuza threw the foreman off the roof. He could hear screams all the way down.*

Only then could potato farmer Rex run away. He hid in a dark abandoned apartment, his heart pounding, until replicant Rex and his group arrived. Rex had all these memories transferred from The Talkative Potato Farmer, who had just found his place in life.

Rex is part of a group of four replicants – Kai, Eve, Markus and finally Rex. Together with the human police agent Dawn, they find witnesses and take over their memories so they can testify on their behalf. Dawn says that Rex is well suited to testify on behalf of “the innocent”. The group means a lot to Rex. It is important for him to belong and contribute. He’s pretty sure the others like him, but he’s worried it won’t last, because they all change when they get new memories. Rex would be especially upset if he and Eve didn’t get along anymore. Cool Eve is way smarter than Rex, but she’s also worried about what the memories are doing to them. Rex has received memories and testified twice now. It’s confusing and hard to find yourself afterwards. Rex would like to have his own memories and his own experiences that he knew were his. He has never actually tasted an orange. Maybe oranges taste completely different than Rex remembers? Maybe those thoughts are easier for the other replicants, because they are not mental C’s like Rex. On the other hand, Rex is very strong. He just doesn’t like using his strength on others, not even criminals. Rex is proud to help the victims and Neo Chicago. You have to do your job, and Rex’s job is important.

*Rex is also **The Infatuated Street Sweeper** who had a really good job for the city, with steady pay, insurance and all. Him and his partner drove a huge truck, picked up trash and swept the streets. They got up very early and drove out when the city was asleep. The street sweeper and his partner helped each other, toiled for hours and every time they finished a street, the city was a little less dirty. Rex loved making the town cleaner in the morning quiet and also loved the camaraderie he had with his mate. At the end of their route there was a breakfast stand owned by a woman with dark curly hair and a warm smile. She usually didn’t open that early, but always made an exception for them. Rex thought she made the best coffee and would like to one day have a cup of coffee just with her. Rex found an old fashioned book in a trash can with a guide on how to fold a rose out of newspaper. He practised folding a rose for the woman with the dark, curly hair. However, he never managed to give it to her, because his partner had gambling debts to the Yakuza. One day they showed up on the route, ripped his friend out of the truck and shot him in the neck in the middle of the quiet street they had just cleaned. The Yakuza figured Rex wouldn’t dare say anything to anyone, but something made Rex stand up to the city’s human trash. So Rex, the street sweeper, called the police, and replicant Rex from the witness program took over his memories. Now Rex occasionally folds roses from old newspapers, and he sometimes passes the street with the coffee lady’s stand. She’s still there, and Rex wants to give her the rose. It’s no use though, because he doesn’t look like The Infatuated Street Sweeper at all. He’s way too big and not even a real human.*

Key words

- Gamma 7, miner model: Very strong, concrete thinking, naive, follows authority, needs stability and security
- “Own” memories from the asteroid: Hard work, simple joys, part of a clan
- The justice code: Gather witness accounts and testify in court. Gives Rex a strong sense of duty, which is however waning
- The Talkative Potato Farmer: Talkative, hardworking, dutiful
- The Infatuated Street Sweeper: Silence, companionship, cleaning up a dirty city, falling in love

Rex's strength

Rex is superhumanly strong. At the same time, he is very robust and enduring. This means that Rex can easily lift or carry a person around, and, with a little more effort, lift and throw heavy objects, such as a motorcycle. The strength is a conscious part of the design for mine replicants, but at the same time it is deeply rooted in his model not to use this strength for violence against people. But the more memories and personalities Rex acquires, the further he strays from his original model.

Relationships

Eve – Eve is an elite soldier model. She is self-confident, energetic and tough. Rex really likes Eve. She is good to talk to about many things, for example about them taking over memories and what it does to them. Rex is happy that they have become good friends. Eve is married to Kai. This was put into both Eve and Kai's memory, even though replicants never have memories of other replicants. Deep down, Rex wishes he was the one who had been created with Eve as his wife.

Kai – Kai is an admin model. He is super sharp and a bit hard to befriend. Occasionally he makes Rex feel stupid. Although Rex is a bit ashamed of it, he envies Kai for his relationship with Eve. Rex looks up to Kai and his confidence. He would like to talk about replicants and memories with Kai, but he hasn't worked up the courage yet because he fears how Kai will react to Rex's thoughts on the subject.

Markus – Markus is a recreation model. He is very outgoing and good at reading others and making them feel comfortable. Rex sees Markus as a little brother and doesn't think that Markus is good enough at looking after himself, so Rex has set out to do that. Markus has something going on with Dawn, and that's fine, because she's nice. However, Rex wants to make sure that Markus doesn't get mixed up in something he ends up regretting.

Dawn – Dawn is their police agent and she is human. Rex sees Dawn as a friend, in fact the only human friend he's ever had in real life, not just in memories. Rex is proud of working for justice and against the Yakuza, and Dawn is a good boss who wants what's right. So, Rex will do what he can to help her.

EVE



SPECIFICATION

Replicant [F]

Name: Eve

Generation: Gamma 7

Model: Elite soldier

Inception Date: 8 January 2049

Physical Ability: Level A

Mental Ability: Level A

Dear player, you are about to play the replicant Eve.

But it's a bit complex, who Eve is.

This is because Eve is a role with many different sources - think of it as layers. The deepest foundation of Eve is her replicant model and her "own" artificial memories with which she was created. Next comes the justice code and finally the two sets of memories she has taken over from human witnesses.

It's up to you what you want to emphasise and explore in your version of Eve.

“How was your day off?” Eve asks her colleague as she discreetly keeps an eye on the customer in the trench coat who has just entered the large pawn shop. The other guard doesn’t get to finish his answer before Eve runs over to the customer, who is about to produce a sawed-off rifle from his coat. Only half of the rifle becomes visible before Eve tackles him to the floor and knocks all the air out of him. Her colleague and the owner behind the counter have hardly managed to blink. “Bad choice, mate,” Eve says, and head-butts the robber, breaking his nose and knocking him unconscious.

Eve is a Gamma 7, the newest and most sophisticated generation of replicants. A biotechnological wonder of flesh and blood. Eve is an elite soldier model, built to do spearhead missions behind enemy lines. Resourceful, quick thinking and above all a survivor. With built-in values such as independence, willingness to take risks and the principle that you never leave someone behind in the team. She is faster, stronger and more agile than even the most well-trained humans. In the mirror, she sees a sinewy and muscular 30-year-old woman. She is of average height and moves like a big feline on the hunt. A woman with a past and feelings that she knows are all a lie, even her marriage to Kai. But she has no other life to live.

***Eve’s own memories** are from a past she has never really had and filled with both darkness and light. When she was seven, her parents caught the dust cough and coughed day and night. When she woke up one morning, their small apartment was completely silent, and no matter how much she screamed, pushed and hit them, her parents did not respond. In Neo Chicago, there is no one to take care of orphans. Eve found a place with a group of street urchins and a corner in an abandoned cement factory where the moisture drifted down the wall. She stole to eat. She was better at it than all the others, but one day she chose the wrong victim in a busy noodle bar. A man in a dark blue uniform caught her wrist and held on tight. She must have made an impression though because instead of beating her or handing her over to the police, he offered to give her a spot at the academy, where she was trained as an elite soldier. After years of training, she entered service. One military operation led to another and she experienced camaraderie and the feeling of being good at her job. And then one day light and warmth came into her life. On leave, she met Kai at a stupid karaoke bar where some common friends had dragged them. Always proper, wise and formal, Kai showed even more distress with a Sinatra song and a microphone than Eve herself. It was right there that she fell for him, as he stood completely exposed and frail. They were married a few months later and shared an apartment in Downtown. However, they were almost never there. Kai had a job as a personal assistant to an important vice president of Scott Corp. He was always one step ahead of his boss’s needs, while Eve was one step ahead of the enemy in shadowy operations she couldn’t even tell her beloved about afterwards. Kai says she shouldn’t feel bad about it. It’s all fabricated memories anyway.*

Eve has never really been an elite soldier. And the job as a security guard at the pawnshop is a cover for her real work. Eve is actually one of the replicants who have been donated to Neo Chicago’s witness program. Therefore, she has been reprogrammed with the experimental justice code. The code gives Eve a task she cannot deviate from – Eve must download the memories of designated witnesses and testify on their behalf in the courtroom. Eve knows about the code and it gives her a very strong sense of duty. But the feeling is no longer quite as strong as it once was, because the code gets weaker the more personalities Eve downloads.

*Eve has also been **The Desperate Underground Boxer**. “I hope you are not watching boxing again when she needs to go to sleep?” her mother often called from the living room. Then Eve and her father, who had almost been good enough to go pro himself, laughed. They hid with the terminal under the covers, watching old matches with great champions on the small screen. In the local club, she showed talent and, not least, more will than the others when she kept on going. When she was ready to compete, she surged to the top of the rankings. But she was injured. A damned bone fracture in her strong right hand. She returned too early several times and made the injury worse. In*

the end, she had to stop boxing. Get a shit job, just like everyone else. The years passed and then her father fell ill. Some crap with seizures and convulsions. The medicine was very expensive, and Eve had many sleepless nights until she remembered the underground fighting scene. Mixed martial arts, all styles, keep going until one party can't get up. Illegal and dangerous, but with good money. The first few matches were difficult, but she became really good once she learned to use her left hand as the primary one and drop all compassion for the opponent. So good that a lot of money was bet on her matches. She only needed a few more matches when she was visited by the red dragon. "Lose the fight" was the order. Any sane person would have done as the Yakuza said, but not Eve, The Desperate Underground Boxer. Instead, she had her mother bet all of their money on a win, smashed her opponent and called the police. Replicant Eve woke up with a right hand that just won't ever be quite right again and a fierce will to win.

Eve is part of a group of four replicants – Kai, Rex, Markus and then Eve. Together with the human police agent Dawn, they find witnesses and take over their memories so they can testify on their behalf. Dawn says that Eve is well-suited to testifying on behalf of strong-willed witnesses. For some reason, Eve and Kai were created as a married couple. Eve loves him. His sharp head and great knowledge, but most of all the fragility that lies just below the surface. Unfortunately, Eve can feel that every time she or Kai gets a new memory, it becomes harder to be together. Kai believes that they can choose which memories they want to live by, because none of them are theirs anyway. But Eve can sense that not even Kai is able to define himself so rationally. They both change with the memories and it frustrates her that he won't acknowledge it. Lately she has started to get closer to Rex. He is so delightfully uncomplicated and easy to talk to. Among other things, about the memories that he also wonders about. Sometimes she thinks about how much easier it would be to be with Rex than with Kai.

*Eve has also lived another life. A life as **The Corrupt Detective**. She started with the right intentions and high arrest numbers. Her bosses were impressed and she moved from street disorder, to the vice squad and finally homicide. Both she and her ego rose through the ranks, but with promotions and heavier cases, she began to see more and more of the Yakuza's ugly hand. She had to admit that the older colleagues were right; the dragon was invincible because even when she got one of them arrested, witnesses disappeared and the criminal organisation's expensive lawyers got the Yakuza members acquitted. She hit a glass ceiling where everyone above her was on the Yakuza payroll. She surrendered to the ways of the Yakuza over a nice glass of bourbon that her boss poured her. The money allowed her to have many more glasses, which almost eliminated the nasty aftertaste from looking the other way. Time passed, but one evening she was called out to a brothel where the son of one of the Yakuza bosses had gone mad. There was blood and mangled bodies everywhere. The sick bastard smiled arrogantly as he told her all the excruciating details, knowing she was in his father's pay. There, Eve, the corrupt detective, made a decision. She arrested the killer and called the new witness department. Replicant Eve took over her memories, testified in court and got the boss's murderous son behind bars. As a reward, replicant Eve now has trouble sleeping and a healthy dose of pessimism. At least replicants don't get drunk on bourbon.*

Key words

- Gamma 7, elite soldier model: Supernaturally fast and strong, sharp, resourceful, team player
- “Own” memories from the street and the military: Survivor, obeying orders, self-confidence, loves Kai
- The justice code: Gather witness accounts and testify in court. Gives Eve a strong sense of duty, which is however waning
- The Desperate Underground Boxer: Cynicism, desperation, defiant, injured right hand
- The Corrupt Detective: Ambition, arrogance, pessimism, bad night’s sleep

Eve’s initiative and gun

Eve can read dangerous situations very quickly. She is always one step ahead and can foresee most possible outcomes and is therefore enormously efficient. Additionally, as the only one on the team other than Dawn, she has a gun. It’s a reliable heavy calibre that feels great in the hand. It is powerful and can shoot through most things. There are ten bullets in the magazine. Eve hardly uses it, but it’s good to have in case things go wrong. When Eve shoots, she hits.

Relationships

Kai – Kai is an administrative model and Eve’s husband. Kai is very astute, but Eve is particularly fond of him because of the fragility that she knows lies beneath the controlled surface. Kai often points out that most of their memories together are fabricated. It annoys Eve quite a bit that he is often so cold and rational, even though he is right. Their marriage is also challenged by the fact that they both get new memories and thereby change. Eve loves Kai, but is worried it won’t last.

Rex – Rex is a miner model. Eve sometimes calls Rex a “big bear”, because he is big, mild and a surprisingly timid teddy bear. Rex is even stronger than Eve, but nice and gentle. Rex’s model is made for physical work, and he’s nowhere near as intelligent as Kai or Markus, but Eve really likes talking to him about memories and their other challenges, because he is very honest and straightforward even with heavy subjects. She seeks him out more and more.

Markus – Markus is a recreation model. Outgoing and social. Markus is really good at reading people. Markus and Dawn have something going on, but with Markus it is difficult to figure out his intentions. On the whole, Eve thinks that Markus is a bit too smooth, and she wonders what he is really thinking. So Eve is not afraid of challenging him and asking him flat out.

Dawn – Dawn is their police agent. She and Eve work well together, and Eve is used to following orders. However, it bothers her that Dawn is so reactive, both in relation to the tasks, the group and in her flirtation, or whatever it is, with Markus.

KAI



SPECIFICATION

Replicant [M]

Name: Kai

Generation: Gamma 7

Model: Administration

Inception Date: 12 June 2049

Physical Ability: Level B

Mental Ability: Level A+

Dear player, you are about to play the replicant Kai.

But it's a bit complex, who Kai is.

This is because Kai is a role with many different sources - think of it as layers. The deepest foundation of Kai is his replicant model and his "own" artificial memories with which he was created. Next comes the justice code and finally the two sets of memories he has taken over from human witnesses.

It's up to you what you want to emphasise and explore in your version of Kai.

“The numbers don’t add up,” Kai repeats calmly. His colleague raises his voice, clearly frustrated; “It’s my customer, and I’ve calculated and double checked the price of the insurance 5 times.” Kai remains straight-faced. “You decide for yourself whether you want to be riled up and whether you want to go to the boss with that price”. Kai points to the printed report “I’m just telling you that the numbers are wrong. You forgot to take into account the wear and tear on the equipment”. The colleague’s face changes from anger to realisation. Kai turns his gaze to his terminal and starts typing, the sooner he finishes the sooner he can get home to Eve.

Kai is a Gamma 7, the newest and most sophisticated generation of replicants. A biotechnological wonder of flesh and blood. Kai is an administrator model, designed to oversee and connect large amounts of data of any kind. The model is extremely intelligent and quick thinking. It is built to help people with business, research and knowledge. Kai has internalised values such as rationality and control, which can make him frustrated by the irrationality of others. In the mirror he sees a man in his late twenties with short black hair, sharp narrow eyes and a face that rests best in a serious expression. A man who is well aware that his memories, feelings and his very humanity are one big fabrication.

***Kai’s own memories** are from a childhood he never really had. It took place in privileged solitude. At the age of three, both of his parents died in a laboratory accident at one of Scott Corp’s replicant manufacturing facilities. In recognition of its responsibility, the megacorporation established a special orphanage for the children left behind. There were fourteen children of all ages and Kai was the youngest. Their upbringing became a prestige project for the company, which equipped them with the best teachers and psychologists – and an endless series of tests disguised as schoolwork and games. Much to the annoyance of the other children, little Kai always did best because of his superior intelligence. Over time, the children’s annoyance turned to hatred, so Kai kept to himself and instead devoured all the knowledge he could get his hands on. He was young when they gave him his first job in the “family business”. In time, he became the personal assistant, PA, to one of the company’s influential vice presidents. Kai had little social experience and therefore fell back on arrogance in his dealings with colleagues of the same age. Still, some of the company’s other PAs took pity on him and dragged him to a karaoke bar. He was completely lost with a microphone, struggling through a Sinatra song he didn’t know. To his surprise, a fit young woman came up to him afterwards. She was a soldier on leave from his latest military operation and that night he fell completely for the enterprising, positive and confident Eve.. They were married a few months later and shared an apartment in Downtown. But they were almost never there. Kai worked a lot and Eve was often away for long periods of time on shadowy missions, that she told Kai very little about. Eve often says she feels bad about not being able to talk more about her old job, but Kai always tells her it doesn’t matter. The memories are fabricated anyways and the missions never took place.*

Kai never actually worked as a PA at Scott Corp. And the job as an insurance agent is a cover for his real work. Kai is actually one of the replicants who have been donated to Neo Chicago’s witness program. He has been reprogrammed with the experimental justice code. The code gives Kai a task he cannot deviate from – Kai must download the memories of designated witnesses and testify on their behalf in the courtroom. Kai knows about the code and it gives him a very strong sense of duty. But the feeling is no longer quite as strong as it once was, because the code is getting weaker the more personalities Kai downloads.

*Kai is also **The Reserved Doctor** who had a bad heart himself and therefore could not travel to the colonies. In his situation many would have wallowed in self-pity, but Kai prided himself on his self-control and living by facts. He opened a small clinic in the middle of the overcrowded Downtown district. Here he treated all patients with the same detached professionalism. Everyone paid. He was known in the neighbourhood as a cold-hearted stickler, but his neighbours still came to him when something was wrong, even the Yakuza. Alongside his practice, he lived a life governed by routine. Habits rather than surprises were best for someone with his condition - so he reasoned. So he*

went on the same walks, shopped in the same shops and ate the same noodle soup at the same restaurant, every Sunday. Right up to the day when a shooting broke out in the street outside the restaurant. When the gunfire ceased, a wounded gangster and a random boy of about eight were left behind. To his own surprise, Kai didn't hesitate and immediately ran over to the boy who had a gunshot wound to his stomach. Kai fought for the boy's life as he was dragged away by the injured mobster, who was a large man with a tattoo of a red dragon on his neck. The man wanted Kai to look at his own wound first. The mobster was bleeding quite a bit, but his wound was superficial, although he was complaining a lot. Kai was furious, but tended to the tattooed man's wound. When Kai finally got back to the boy, it was too late. So Kai gave the whining mobster painkillers that were way too strong and told him to take two. It would be his end. Back at his clinic, Kai, the reserved doctor, noted that he didn't regret letting his emotions get away from him as he calmly called the authorities. Replicant Kai took over memories of a dying boy he couldn't save and a doctor's heart that wasn't that cold after all.

Kai is part of a group of four replicants – Eve, Rex, Markus and then Kai. Together with the human and police agent Dawn, they find witnesses and take over their memories so they can testify on their behalf. Dawn says that Kai is well suited to testify on behalf of rational witnesses. Eve doesn't like them getting new memories, but Kai is more indifferent. She is afraid to change and afraid of him changing. Kai points out that neither their memories nor their personality are their own, therefore they can choose to emphasise what parts of they want. Deep down, he knows that he cannot completely control all memories and emotions, but he tells himself that he just has to make more of an effort. Overall, Kai is more insecure than he shows to the outside world. In addition to Eve, Kai, in his own way, greatly appreciates Markus. Markus understands people and their many emotions, Kai does not. Kai respects Markus' insight and they have interesting conversations. But Markus can also be very frustrating because he likes to play devil's advocate. But maybe that's just how it should be with a real friend? Kai is fully aware that he understands more than most and at the same time knows so little. Why was he created with an established relationship with Eve? Of all his memories, however, this is the one he is most pleased to have the opportunity to emphasise and reaffirm. His marriage is the most positive thing in his life.

*Kai is also **The Insecure Bookkeeper** who looked after the accounts for a string of Yakuza businesses. They paid damn well and Kai was good at concentrating on the numbers and ignoring the human destinies behind them. Already in his early youth he had found that other guys were both better looking and more interesting than him. But he was smarter, especially with numbers. Being into pretty and glamorous women himself, he concluded that there was only one way forward; money, lots of money. So he became an accountant without morals. Things were going well until he met her - the cocktail bar waitress with the bright red lips. He showered her with gifts, but she didn't really take the bait. One night when he was a bit drunk and had almost given up, he just told her what he felt. She smiled at him and gave him a kiss. They became a couple, moved in together, and for the first time ever, Kai felt that he had some worth in himself. But his guilty conscience gnawed at him. He knew very well that his girlfriend would not like the truth about his work. But you don't leave the Yakuza, so he lied to her instead. One night, when he had fallen asleep on the sofa, he woke up to a goodbye note on the fridge. She had looked at his terminal and seen through the lies. He briefly considered suicide, but instead decided to do something good for once. He collected all his files and sent them to the police. When they came from the witness program, Kai, the discreet bookkeeper, specifically asked them to remove all the memories of her as well. So now it is only replicant Kai that feels a pang in the heart when he sees a woman with bright red lipstick.*

Key words

- Gamma 7, administrator model: Superhumanly intelligent, controlled, rational, challenged by the irrationality of others
- “Own” memories from Scott Corp: Inquisitive, socially untrained, capable, arrogant, loves Eve
- The justice code: Gather witness accounts and testify in court. Gives Kai a strong sense of duty, which is however waning
- The Reserved Doctor: Self-control, distanced professionalism, routines, temperament
- The Insecure Bookkeeper: Good at numbers, inferiority complex, frayed morals, heartburn

Kai's intelligence

Kai is very intelligent. He is particularly good at processing large amounts of data and seeing connections. Kai can see patterns that are hidden from others. This makes Kai able to read the reality behind news feeds, find anomalies and figure out passwords.

Relationships

Eve – Eve is Kai's wife and an elite soldier model. Kai loves her, even if it is not rational, and he is fully aware that the memories of their meeting and first time together are fabricated. Eve says she's afraid the new memories will change them. Kai can't help but get a little annoyed that she can't just follow his lead and choose which memories to focus on. But perhaps his annoyance comes from the fact that he fears she is slightly right.

Rex – Rex is a miner model. He is enormously strong, but gentle, and, unlike the other three replicants, “only” of average intelligence. Kai and Rex are very different, and Kai sometimes gets tired of Rex's very concrete way of thinking. On the other hand, Rex gets on well with Eve, and they seem to be talking more and more together. Kai can't quite put his finger on why, but he's not too keen on Eve and Rex becoming so close.

Markus – Markus is a recreation model. Outgoing, flirtatious and socially intelligent. Kai and Markus are in some ways very different and yet quite similar. They often disagree and can argue loudly, but Kai respects Markus' opinion and greatly appreciates their conversations, which Kai also seeks out. It is clear to everyone that Markus and Dawn have a flirtation going on. Kai doesn't quite know if it's just Markus' model that makes him act like this towards Dawn, but he's curious. Perhaps there is something to be learned here that may also have implications for his own relationship with Eve?

Dawn – Dawn is their human police agent. She is the one who manages the missions. Kai tries to help her as best he can, although it can sometimes frustrate him that she is in charge, as she is only human, and therefore not as rational as himself. And it is frustrating that it often takes her a long time to see obvious connections.

MARKUS



SPECIFICATION

Replicant [M]
Name: Markus
Generation: Gamma 7
Model: Recreation
Inception Date: 14 February 2049
Physical Ability: Level B
Mental Ability: Level A

Dear player, you are about to play the replicant Markus.

But it's a bit complex, who Markus is.

This is because Markus is a role with many different sources - think of it as layers. The deepest foundation of Markus is his replicant model and his "own" artificial memories with which he was created. Next comes the justice code and finally the two sets of memories he has taken over from human witnesses.

It's up to you what you want to emphasise and explore in your version of Markus.

Markus dutifully writes down the table's orders on his small pad, although he can remember everything without any problems. He then smiles broadly at the three female friends in their twenties. "Congratulations, you have now gone through the entire menu during the last three weeks. Our food is nothing special, so I'm beginning to think you come here for another reason". They laugh and, as Markus predicted, the dark-haired one with a ponytail and brown eyes blushes slightly on the neck. He winks at her and goes to type the orders in the terminal. This customer reminds him of Dawn, and without thinking he writes her a message; "A couple of drinks tonight, Commissioner? You decide if we call it a date." Afterwards, he can't quite make up his mind whether he wrote because he knows Dawn could use getting out, or because he wants to see her himself.

Markus is a Gamma 7, the newest and most sophisticated generation of replicants. A biotechnological wonder of flesh and blood. Markus is a recreation model, designed to entertain and fulfill people's needs, but to provide the most human experience, they also provide emotional counterbalance and have their own personality. The model is both strong and athletic. It is also equipped with a very high social intelligence and the ability to decode even the smallest signals of emotion. When Markus looks in the mirror, he sees a slim, androgynous and handsome man in his mid-20s with straight, half-length black hair. A young man built to please others, but who has a little difficulty understanding his own needs and desires.

***Markus's own memories** are from the childhood and youth he never really had. It took place at the teahouse. His mother was one of the hosts, a geisha who entertained the customers with tea ceremonies, massages and whatever else they would pay for. When she worked, he was looked after by the other hosts, and that way he had many uncles and aunts, who all adored the pretty little boy. They taught him all about their trade; how to heat tea and the opium pipe, all the steps of the ceremonies, and, as he grew older, all the secrets of the body. They trained him to become the customer's most understanding, discreet, and, always reliable, friend. In their expert hands, Markus grew up to become a smiling, curious and outgoing young man. He was born into the role of host and therefore more confident, forward and teasing towards the customers than the other hosts. And the customers loved him for it. But when Markus thinks back to the childhood he never had, he tries to hold on to the memory of the other hosts, his family at the tea house. Only they have an understanding of how you feel inside when you always give everything you have to others.*

In reality, Markus did not grow up in the tea house. And the serving job at the small café is a cover for his real work. Markus is actually one of the replicants who have been donated to Neo Chicago's witness program. He has been reprogrammed with the experimental justice code. The code gives Markus a task he cannot deviate from – Markus must download the memories of the appointed witnesses and testify on their behalf in the courtroom. Markus knows about the code and it gives him a very strong sense of duty. But the feeling is no longer quite as strong as it once was, because the code is getting weaker the more personalities Markus downloads.

*Markus is also **The Party-loving Pusher** who delivered pills and powder to Neo Chicago's nightlife and also partied himself. As a youth, Markus and his small group of friends were attracted to everything that was forbidden and exciting. They started going clubbing before they were really old enough. But Markus had an appetite for more, so when the experiences with local clubs and alcohol became too monotonous, he switched to small round pills with smiling faces. He introduced his friends to underground parties in abandoned factory halls. Here he found his home among sweaty bodies, blue lights and bass lines that hit the chest like a punch. He started buying more pills than he needed. At first just for friends, but he quickly saw an opportunity. Markus quit his life-draining office job and became a full-time pusher. His old friends quietly began to drift away, and one even challenged Markus on his life choices. But Markus proudly explained his life philosophy of partying and enjoying himself as much as possible, now that they were trapped in a dying city on a dying planet anyways. He made new friends, or rather a lot of new acquaintances, all of whom loved their medicine man who provided energy powder, courage pills, and smoke that gave peace. Markus*

eventually started getting supplied by the Yakuza in order to always be able to deliver to his expectant customers. He didn't think much more of it. That's how the years went by. He lived at night and had to resort to a little help from his merchandise as the feeling of emptiness took hold of him in the cold light of day. But Markus was careless and got caught by the police. Markus, the party-loving pusher, knew that he would not be fit for prison. So he made another good deal, and replicant Markus took over his memories and testified against his supplier. Now Markus occasionally takes a pill and turns up the music when he misses the parties too much. Unfortunately, the pills only have a very weak effect on replicants.

Markus is part of a group of four replicants – Eve, Kai, Rex and then Markus. Together with the human police agent Dawn, they find witnesses and take over their memories so they can testify on their behalf. Dawn says that Markus is well-suited to testifying on behalf of passionate witnesses. Markus actually thinks that there is something beautiful in taking over the memories of the witnesses. He takes a burden from them and gives them the possibility of another life. The only challenge is that he also takes over their memories and feelings, and he already has a little difficulty keeping track of his own. He has talked quite a bit with Kai about the subject. Kai and he are very different, and Markus likes to challenge Kai's cold and rational approach. It is, however, a disagreement with respect for each other's positions, and Markus likes Kai and their conversations a lot. And then there's Dawn. On the one hand, he is attracted to and maybe a little in love with her. Her reticence titillates him, and he could easily lose himself in her big brown eyes. On the other hand, he can't shake the thought that maybe it's just his programming that makes him interested in Dawn. And can replicants and humans even be in a real relationship together? It's all a bit overwhelming. So Markus flirts while trying to figure out who he is and what he wants.

*Markus is also **The Dreamy Escort** who had a jealous girlfriend who was in the Yakuza. Markus' parents had no ambitions. They wasted their lives on jobs they hated in the pursuit of being able to afford a new and better terminal. Markus dreamed of starting a new life in the colonies. Fortunately, he was an attractive young man. An unremarkable job in a clothing store led to an offer from a female customer, 20 years his senior, who wanted him to play her boyfriend at her sister's wedding. It paid a small fortune and then Markus became an escort. He was mostly a display object and company, but occasionally also spent the night with his clients. Markus was good at it. Good at smiling and flirting, good at making his customers think about something other than their problems. And, above all, good at shielding himself and not getting feelings for anyone, but instead enjoying all the benefits of the easy money. In Neo Chicago, no one has more easy money than the Yakuza. At one of their parties he met her. She was intense, exciting, and on her way up in the organisation. Right from the start he told her what he was. She lied and said it didn't matter. They sat up late nights talking about their future together in the colonies when they had enough savings. She was fearless, but told him about the small folder in the safe, with her "insurance" in the form of evidence against the red dragon. They were in love, but over time she became more and more jealous. She started asking him to stop with his occupation. He half promised it several times, but couldn't keep his word. They needed the money. One night she suddenly showed up at a Yakuza party where he was on a date with a more senior member of the syndicate. She went completely crazy and Markus fled the party. She never came home and was found dead two days later in a back alley. He was numb with grief when he found the folder and called the authorities. Markus, the escort, was given the gift of oblivion, and in return replicant Markus received the bittersweet memory of his temperamental gangster lover and shattered dreams of a life among the stars.*

Key words

- Gamma 7, recreation model: Strong, athletic, superhuman social intelligence, built to please people, has difficulty with own needs
- “Own” memories from the teahouse: Trained host, outgoing, forward, discreet, misses his own kind
- The justice code: Gather witness accounts and testify in court. Gives Markus a strong sense of duty, which is however waning
- The Party-loving Pusher: Enterprising, hedonistic, careless, empty
- The Dreamy Escort: Flirty, disciplined, dream of the stars, lost love

Markus can read people’s emotions

Markus can read even the smallest signs of emotions in people. It can be facial expressions, body language, blushing and the like. With this ability, he can e.g. see if people are scared, excited and if they are lying. Replicants are another matter, they are not human and therefore Markus cannot read them.

Relationships

Kai – Kai is an administrator model. Kai is married to Eve. That memory is embedded in both Kai and Eve’s memory. Kai is also superhumanly intelligent, but in a different way than Markus. Because where Markus is socially intelligent, Kai is analytical and rational. Despite this difference, Kai is the one of the other replicants that Markus is closest to. He likes to challenge Kai’s categorical positions, but at the end of the day, Markus cares for him a lot and wants the best for him.

Eve – is an elite soldier model. She is energetic, physically strong and proactive. Markus and Eve are not close, but he can clearly feel that Eve is having a hard time with the memory transfers. This makes her insecure about her relationship with Kai. Markus wishes he could help her, help them, but he himself has no answers about either memories or love.

Rex – Rex is a miner model. He is enormously strong, but gentle, a little naive and is concrete in his way of thinking. Markus likes that Rex refreshingly stands out from the rest of the group with his sometimes banal musings about everything and nothing. And it’s nice to see that Rex cares so much about the others, including Markus. Markus is not so used to experiencing this kind of care, and it actually makes him a bit unsure of himself from time to time. Markus has observed that Rex and Eve have become closer to each other lately. Markus thinks it’s a bit exciting, because it says something about replicants’ abilities to allow close relationships to grow organically. At the same time, however, he may become a little worried about what it will do to Eve and Kai’s relationship. He’ll have to ask Rex or maybe Eve about it when he gets the chance.

Dawn – Dawn is the group’s police agent and a human. She is the one who manages the missions and arranges everything in relation to the witness program. Dawn is pretty and capable, but also reactive. Markus is drawn to her. Her big brown eyes, the charming difference between her actual abilities and her belief in herself. He can clearly read that she is fascinated by him, but she holds back, and he is unsure why. He longs for them to be a couple, but then also doubts himself. Is he attracted to her because she is his only close human relation? Is it just Markus’ model that dictates his behaviour, or are they really a match? And can replicants and humans actually have real relationships?

WITNESSES

Act I - Markus - The Obsessed Programmer

Markus is also **The Obsessed Programmer** who grew up close to his twin sister. He was good at everything with machines, especially programming, and could get so absorbed in his passion that he forgot time and place around him. She was social, outgoing and good at everything practical. They talked about travelling away from Earth together. Their parents didn't have much money, so when it was time to move out, she found them an abandoned apartment, which they moved into together. He solved complex programming tasks on commission, but his calling became AI. His goal was inspired by replicants: to create a human AI, brought to life as a hologram. They were actually supposed to save up for their trip, but his AI project required expensive hardware. He tried to explain to his sister that when he succeeded, they would be rich, but the years passed and she became more and more frustrated. After crying, yelling and even shaking him once, she became apathetic and distant. After some intensive days of deep concentration with his project, he suddenly discovered that she was gone. There was a picture of a star on the fridge, on which it was written: "You can find me among the stars when you wake up". Markus' first reaction was shock, but later came the sadness and the anger, a lot of emotions that he didn't know what to do with. The solution came to him late one night - his AI was to be a copy of his twin sister. The money from the commission work was not enough, so where to turn? The Yakuza was willing to pay a lot for some minor considerations. Markus felt bad about it, but it seemed fairly innocent at first. He was very close, missing only the last and most expensive pieces of hardware to realise the project, when the Yakuza, in the form of a boss named Ren, asked him to hack the witness program and provide personal information about their employees. Reluctantly, he completed the task and received his payment. When he turned it all on, the AI suddenly came to life in front of him via a hologram projector in the ceiling, and it was as if his sister had come home again. But it wasn't many days before Markus realised that his creature couldn't live up to his real sister at all. What would his real twin sister think of him when he had first pushed her away and then betrayed the entire town just to end up with this? The loss and the shame were too much. Markus, the possessed programmer, called the witness program and replicant Markus took over the memories of a guilty conscience and a gnawing longing for a twin sister he never had.

Key words

Skilled programmer, passionate, purposeful, shy

With the third testimony, the justice code is no longer functional. Markus can feel that he no longer feels driven to testify.

Act II - Rex - The Angry Girl

Rex is also **The Angry Girl** who wishes she had the strength to strike back at the Yakuza. She lived alone with her father, who was a very skilled animal replicant maker, especially when it came to eyes. They lived in an apartment above their father's shop and workshop. Her friends always wanted to come to the shop and see the animals, but did not enjoy looking into the refrigerated workshop in the back room. It was full of growth tanks and glass eyes, and it was so cold that you had to wear special suits. Rex was proud of her father and she was determined to take over the store. Her father praised her for her steady fingers and promised to start training her when she turned 12 the coming year. But it wasn't to be, because the Yakuza came to visit. One of their bosses needed something fixed. The boss went into the back room with her father only in his chalk white shirt and Rex understood that the boss was like the animals - not born but made. Her father worked on an eye day and night for a week, and Rex could tell he was nervous. One night the Yakuza came back. Rex was in her pyjamas and ready for bed. After half an hour there was a loud bang from the back room and the boss and his two men came out. There were small red splatters on the boss's shirt and his eyes were hidden behind a pair of sunglasses. He placed a thick wad of bills on the counter. "Your father was very skilled. Unfortunately, I can't have a professional around with too much knowledge. Sorry. And remember.." he pretended to zip his mouth shut as he stared intently at Rex. The men left the shop. When Rex opened the door to the workshop, she saw her father lying dead across his workbench with a bullet hole through his head. Rex knew that she should have sat down and cried over her father, but instead she had an iron taste in her mouth and a desire to tear them all to shreds. So Rex, the angry girl, paid no heed to the threat and called the police, which sent replicant Rex to take over the memories and rage.

Key words

Proud, angry, vengeful

With the third testimony, the justice code is no longer functional. Rex can feel that he no longer feels driven to testify.

Act III - Eve - The Unscrupulous Nurse

Eve is also **The Unscrupulous Nurse** who came from a poor family. She grew up wearing worn second-hand clothes and often went to bed with a growling stomach. She worked determinedly at various small jobs in order to finance an education as a nurse to get a different life as an adult. As a graduate of the hospital, she quickly gained a good reputation for being nimble, efficient and more motivated than the other nurses. She got a unique job opportunity when one of the head doctors switched to replicant production at Scott Corp and took her with him. It was there that she met her husband. He was an idealistic bioengineer who worked on the actual manufacture of the replicants. They fell head over heels in love and moved into his big house in one of the city's few nice neighbourhoods. The years passed, she had various jobs in the organisation, but when the witness program started, she accepted an attractive position there. At the same time, they tried to have children, but it did not go well and the fertility treatment was expensive, even with their good finances. It soon became apparent that the replicants in the witness program became unstable and dangerous after three downloaded memories. Along with the city prosecutor, Scott Corp decided to secretly terminate all replicants routinely with a lethal serum after the third trial. Eve was asked to carry out the procedure. She didn't feel good about it, but took comfort in the fact that replicants are just machines after all. Eve didn't say anything at home because she knew her husband saw replicants in a completely different way. They were almost like the children he himself wanted so badly. Disaster struck when her husband had a disagreement with his boss and was fired. They faced having to move and drop having kids when she received a discrete offer from the Yakuza. For a princely fee, they wanted her as an informant in the program. She accepted the offer, being convinced by the Yakuza boss, Ren. But her guilty conscience gnawed at her. Her husband confronted her about their sudden inexplicable amount of money, they had an argument, and she told him all. He was shocked, furious and immediately called the authorities. Replicant Eve came and took over the memories of Eve the nurse, memories of conscience-stricken decisions and a knowledge that replicants in the witness program are terminated after the third trial.

Key words

Driven, broken dreams, bad conscience, dangerous knowledge

With the third testimony, the justice code is no longer functional. Eve can feel that she no longer feels driven to testify.

Act III - Kai - The Idealistic Bioengineer

Kai is also **The Idealistic Bioengineer** who came from one of the city's few wealthy families. His parents both held high positions in a megacorporation, on the condition that they worked and resided in Neo Chicago. Kai was a bright guy and most things came easily to him, so with his parents' money behind him there was an opportunity to study whatever he wanted. He chose to become a bioengineer because he dreamed of improving people's lives, and saw the replicants as the most promising path to this goal. After his studies he got a job in Scott Corp and worked with Gamma 7. At work he met Eve, a sweet and extremely talented nurse. They got married and moved into his large residence in one of the city's few better neighbourhoods. Kai dreamed of having children, but it turned out to be more difficult than expected, and they had to undergo very expensive fertility treatment. Eve changed jobs for the new witness program. Kai was very proud that his wife was going to join this amazing new initiative that would help rid the city of its worst parasite, the Yakuza. While they were hoping and waiting to get pregnant, he threw all his energy and love into the development of Gamma 7. He dreamed of making them as human as possible, not least for their own sake. However, he began to fall out with his boss, who continued to make decisions based on the approach that replicants were a product, a machine. To Kai, they were living, thinking, and self-aware beings. Not conventionally born, but still with the right to life. Kai stood his ground and ended up getting fired. At first, he took comfort in being right, but over time concerns arose about his and Eve's finances and the fertility treatment. Then, suddenly, extra money started trickling into their account regularly every month, and the financial challenges disappeared. Kai confronted Eve and in a big argument she told him two things that shook him to his core. First, she was now working on terminating the replicants in the witness program. After the third memory download, it had been found that the replicants became unstable. Therefore, they had started having Eve administer a lethal serum after the third trial. Furthermore, she had allowed herself to be bought by the Yakuza to be their informant in the witness program, in order to save their finances. Shocked by the double betrayal, Kai called the authorities. He said they had important evidence against the Yakuza, but did not go into detail. As the machine started up and the anaesthesia set in, Kai, the idealistic bioengineer, wondered if he would be able to remember his anger against Eve. At the same time, replicant Kai took on memories of idealism, love, betrayal and an unpleasant knowledge of the termination of replicants.

Key words

Idealistic, stubborn, betrayed

With the third testimony, the justice code is no longer functional. Kai can feel that he no longer feels driven to testify.