

2K20

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Seattle 2K20

A Greg Edmond Special Report for World News 100



Welcome to Seattle, this is Greg Edmonds reporting. Seattle is in the upper Left-hand corner of the map in the state of Washington. It is located on the banks of Puget Sound. It is known for it's natural beauty (what's left of it) and high-tech companies. Due to it's location on the western base of the Cascades mountain range, it receives a lot of rainfall year-round. In the previous century, most of the rain wasn't even acid, but nowadays, be sure to pack a long coat and a heavy hat if you plan to visit the Emerald City (so-named due to the amount of sludge and moss growing on everything).



Seattle can be accessed by I-5 which runs north to Vancouver B.C. and south to Tacoma and Portland, but Arasaka doesn't recommend travelling the route at night due to nomad-pack activity. It can also be reached by I-90 from Spokane. The Sea-Tac

International Airport supports airships and has commuter flights to Vancouver, Tacoma, Portland, Spokane, San Francisco, Night City, L.A. Metroplex, and Mojave Field. Seattle is also a major port city, with a large floating shipyard and port facility located in Puget Sound south of the city near Bremerton. The Elliot Bay Mall was designed to showcase the amazing architectural technology that went into these immense floating constructs. Seattle is also a stop for the recently completed Cascadia Maglev which runs from Vancouver to L.A.

Notable sights to see in Seattle include the Elliot Bay Mall, an immense underwater shopping structure that extends 10 floors below the surface of Puget Sound and boasts an underwater access tunnel to the shore and surface docks for boaters and ferries. The Mall was built concurrent with the construction of the large floating Bremerton Shipyards to the south and the Nuclear Power Sation in Lake Washington to showcase the new technologies and materials that went into the designs. Also visit the Space Needle, still standing after 50 years. What you may find missing in Seattle is Pike Street Market. Unfortunately, the long revered open-air market was purchased by Corporate developers, demolished, and replaced with a state-of-the-art shopping mall and business center as part of the Elliot Bay Mall development.

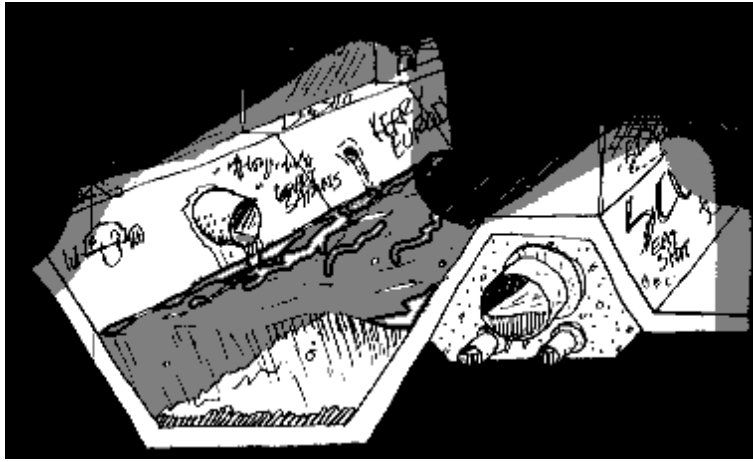
Downtown Seattle is mostly Corporate-Owned and patrolled. Outlying suburbs such as Bellevue and Renton are also corporate-run and provide safe housing for their employees. The intervening areas are impoverished and decaying, but are still patrolled by police forces, Seattle's police being one of the best in the country.

Power is provided by Pacific Power and Light who operate a Fission reactor in Lake Washington and a Microwave Power Receiver in the Sound which receives power beamed down from orbit. This cheap electricity, combined with the relatively clean water from the Cascades, has helped the boom of electronics and computer industries in the area.

Transportation around Seattle is provided by the aging Electric Bus system that not only utilizes cables strung around above the street for power, but also uses an underground network of tunnels to avoid traffic downtown. The monorail system was expanded in recent years with corporate investment to provide a loop around the downtown area from the new Microtech Dome built where the Kingdome once was to the Space Needle to the North.

Ferries and Hovercraft provide transportation for vehicles and people from the outlying corporate housing developments on Bainbridge Island and Tacoma to the South and many other smaller destinations throughout the Sound area.

Entertainment is provided by the Northwest Skyhawks combat football team which plays at venues throughout the Pacific Northwest. Currently, Seattle lacks a major league baseball or basketball team, though it has maintained many excellent teams in the past.



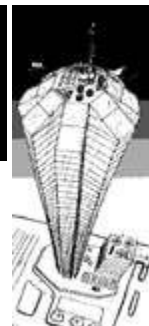
Seattle has weathered a lot in the last 20 years. It's state government collapsed in the nineties, only to be reformed after a parliamentary system. Although the system saved the state and became a precedent for others, it did nothing for the city itself. Massive flooding of Puget Sound forced the city government to make huge expenditures on building an improved dike and flood control system along the waterfront. The city was saved but it's sewage system was destroyed.



Canals were hastily constructed to carry sewage away from the newly developed East side of the city and into Lake Washington. With the collapse of the effectiveness of the City Government, resources had to be pooled and re-distributed. Anti-pollution regulations became lax and soon the city and it's buisness had become dependent on the canals. Although the conventional sewage system had been restored, the canals remained and continued to be used to transport industrial waste into the sludgy lake.

Seattle is home to several corporations, including Microtech, Boeing, West End Toys, and Low Foods. One of the largest is West End Toys, a major toy conglomerate that also produces many weapon coponents and high technology for the government, and Low Foods, a medium sized agri-business supplying bulk food to restaurants and stores nation-wide.

West End Toys
 Main Office: Seattle Wa
 Regional Offices: San Francisco, Los Angeles, Salt Lake City
 Stock: 156,231 shares
 Available on Market, 53,457
 Name and Location of Major Stockholder:
 Jordan Tercel, 81% total owned shares
 Troops: 300
 Covert: 25
 Employees: 5971
 Equipment and Resources:
 2 Ospreys, 5 Aerogyros, 1 AV-4



Low Foods, Inc. 45 Stories.

The surrounding buildings are staff condominiums provided free to employees.

Low Foods Inc.
Food service,
marketing, and
wholesale.
Main Office: Seattle
WA
Regional Offices:
San Francisco, Los
Angeles, Reno,
Tokyo.
Stock: 234,134
shares
Available on
market: 12,964
shares
Name and Location
of Major
Stockholder:
Jeffrey Low,
Seattle, 63% total
owned shares
Troops: 1500,
mostly guards and
bodyguards
Covert: 350
Equipment and
Resources:
5 AV-4's, 1
Corporate Jet, 1
Osprey,
100 MACK II
Transport Trucks.

Background:
Low Foods began
in 1991 as a
financed small
hometown company
in
Vancouver,
Washington. It was
built on borrowed
capital and hard
work by
it's founder, Jeffrey
Low. With some
lucky stock
purchases and
shrewd
corporate alliances,
Low Foods quickly
grew beyond food
service
franchises into
convenience marts
and supermarkets.
One of the first
companies to adopt
the Eurodollar as an
accepted currency
of exchange,
Low Foods suffered



from 92 to 96.
 However, with the
 Collapse of the
 American economy,
 the quirky little
 corporation
 survived intact, in
 part
 due to it's currency
 acceptance. After
 the crash, Low
 Foods acquired
 many smaller
 companies and
 prospered where
 others failed. From

1998-2020, Low
 Foods has grown to
 cover most every
 major food service
 industry on the
 West Coast.

Low Foods prides
 itself on it's
 spotless image,
 calling itself "The
 Last
 Honest Company."
 It relies heavily on
 consumer opinion
 and public
 relations.

Therefore, most of
 it's actions are
 covert and
 shrouded in
 maximum secrecy.
 Operatives for Low
 Foods make more
 money due to this
 requirement.

Jeffrey Low, the
 founder and owner,
 lives in Crystal
 Palace most of the
 year, leaving the
 operation of the
 company to his son,
 MacKenzie Low.

Seatte is notable for it's conspicuous lack of an urban Combat Zone. All other major American cities can boast at least one un-controllable area. Seattle, with the re-structuring of the city govenrment, has been able to maintain a viable and effective police force even if other areas of government control has been lost.

Typical Seattle Metro Police

Role= cop Int=6 Ref=10(11) Cool=7 MA=7 BT=9

Skills

Authority=5, Awareness=6, Handgun=5, Athletics=5, Streetwise=8,
 Interrogation=4, Melee=2, Brawling=5, Driving=5.

Cyber

Right Optic with Lowlight, Timesquare, Targeting Scope, Smartgun Link,
 Interface Plugs, Chipware Socket, Adrenal Booster



Gear

Armored Leather Jacket(SP=12), Helmet(SP=14), Billyclub, Flashlight, Badge, Militech Avenger, Padded Boots, 50 rounds of ammo, combat Med-kit, Handcuffs, 20 strip-cuffs, Smoke grenads, et.al.

Seattle Metro Police are well-equipped and well-armed. They boast several AV-3 and AV-4 aerodynes, as well as a full squadron of Skyhawks (see Ravenclaw's Guide to Urban Combat Vehicles). They also used armored ground vehicles. It is rumored that they are testing an ACPA for police use. All in the name of keeping the peace, and not letting a combat zone happen in their town.

Still, even with an increased police presence, there exists in Seattle several known boostergangs. The most prominent are the Skinners.

The Skinners are an all-female militant boostergang who prowl the downtown streets at night, often using the canals for transport. The Skinners are female supremacists. They are led by grotesquely bloated women who are forced to float in the canals for transportation.

Skinners lead strikes against any perceived threat to female superiority, often taking prisoners, male cheavanists, to "re-educate." They are destructive but rarely murderous. They kill mainly in self-defense. They prefer to operate in small tactical strikes to avoid major retaliation by the police or gang warfare.

Police File:21A



Subject: Skinners Boostergang

members: 25-30 best estimate

Present Leader: Jeanna the Hutt

Area of Operation: North Seattle

Suspected HQ: unknown,
possibly
in sewers

motto: "Women Unite!"

Appearance: Punkish hair,
armored
vests, military surplus, obvious
needle tracks, cheap cyberware
often duct-taped.

Typical Skinner

Int=4 Ref=6(8) Cool=5(7) MA=6 BT=5

Skills

Rank=2, Submachinegun=6, Survival=4, Brawling=7

Cyber

Adrenal Booster, Biomonitor, 1 or 2 Cyberarms, Neural Processor(with Interface Plugs, Smartgun Link), Chipware Socket, Scratchers or Vampires.

Gear

Smartgunned Submachinegun, Ammo, Flash Derms, Flack Jacket and Flack Pants.

Jeanna the Hutt

Int=7 Ref=2 Cool=6(8) MA=2 BT=9

Skills

Rank=10, Intimidate=9, Leadership=6, Human Perception=6,
Streetwise=7, Fast Talk=9



Cyber

Neuralware Processor (with Interface Plugs and Machine Link),
Two Cyberoptics (with IR, Image Enhancement, Times Square,
Flash supress), Linear Frame A, Biomonitor, Gas Bags (inserted into body with which to
float about, she wasn't always this fat, pretty gross, huh?)



Adventure Hook: The PC's are hired by an annoying Rocker as bodyguards, tour help, etc. While doing a show in Seattle, the extremely cheavantist Rocker is kidnapped by Skinners posing as roadies/groupies. The PC's must get find the Skinner Hideout and retrieve the hapless rockstar, perhaps allowing the Skinners a little "re-education" in the process. Not really a life or death adventure, but a fun diversion.

Also in Seattle are two rival Poser-gangs, the Blacks, and the Billys. Both are based on two popular but rival action shows on TV. "Black" tells the story of a real-life solo who fought his way off the street and into the corporate high-life. "Billy" is also the story of a real-life solo named Billy Ravenclaw who fought his way off the street. The two shows were placed opposite each other on rival networks, and their rivalry spilled over onto the street, often erupting into outright gang warfare. Skirmishes between the two gangs are common.

Each gang emulates their idols with either make-up or cosmetic alteration. The Blacks have long white poofy hair and wear long black trenchcoats. The Billys have a single right cyberarm and long straight black hair. They wear mirrorshades and old Danzig T-Shirts with no sleeves.

Typical "Black"

Int=6 Ref=8 Cool=6 MA=4 BT=7

Skills

Rank=2, Pistol=4, Wardrobe/style=3, Streetwise=4, Act like Black=5

Cyber

Smartgun Link, Gills, Vehicle Control Link, Chipware Processor, Left and Right Cyberarms, Left and Right Optics with Lowlight and Targeting Scope.

Gear

Armalite 44 (smartgun)

Typical Billy

Int=7, Ref=8, Cool=11, MA=7, BT=8

Skills

Pistol=2, Awareness=3, Streetwise=7, Shadow/Ditch=6

Cyber

Right Optic with Targeting Scope and IR, Right Cyberarm, Interface Plugs, Smartgun Link, Billy chip.

Gear

CA .44 Bulldog, Mirrorshades



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