

# INTRODUCTION

Welcome to the first sourcebook for **Cyberspace™**, ICE's gritty role playing game of earth's dark near future. Herein you will find a wide selection of gangs, corporations, organizations and individuals to aid you in fleshing out your **Cyberspace** campaign.

## THE CYBERSPACE GENRE

The setting for **Cyberspace** is a cruel, cynical rendition of our tortured earth a mere hundred years from today. The year is 2090. It is a time of governmental collapse, rampant drug abuse, corporate repression, and technological marvels. The streets are home to hopeless vagrants, petty criminals, hired assassins, and down-on-their-luck rockers. Lives are bought and sold for the price of a 6oz bottle of whole grain alcohol. It is man's twilight age: the last few desperate years before an abyssal plunge into total oblivion and anarchy.

## THE WORLD OF CYBERSPACE

As detailed in the **Cyberspace** game, earth at the end of the 21st century is a study in contrasts and extremes. More violent and decadent than our world today, the society is mercenary, with the trade measured in terms of money and lives. Profit is king, media is queen, and the pawns include everything (and everyone) else.

Below is a summary of major events from the turn of the century to the year 2090.