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## Tech Expo Postponed Amidst Mystery

By Amos Cooke

The much-anticipated annual tech expo, hosted by Night City's leading corporations and slated to begin this Monday, has been unexpectedly delayed. This major event, which had garnered significant attention and was expected to draw in crowds from across the tech world, has been put on hold indefinitely.

The announcement came as a shock to many, with the official press release offering little in the way of explanation. The vague apologies for the last-minute decision have only fueled speculation and raised questions about the reasons behind the sudden postponement.

[ [Tech Expo](#) ]

[ [Press Release](#) ]

## It's Not Too Late to Get a Boost!

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## Exams Lead to Traffic

by Armando Garcia

Commuters in Night City should anticipate increased traffic congestion around the University District due to upcoming entrance and career exams for graduates of NCU and local schools. NCU Campus Security has issued safety bulletins reminding students that gang activity doesn't stop during exam season.

[ [Exam Schedule](#) ]

[ [Safety Bulletins](#) ]

## NC Council Hosts Annual Job Fair

By Alexandria Castillo

The free Night City annual job and higher education fair will be held this weekend in front of City Hall, rain or shine. The event features representatives from Night City corporations and NCU schools. New graduates planning to attend should bring their most recent exam scores and all required authorization keys.

Though this event is sponsored, pre-registration is recommended, as day-of passes will be limited.

[ [Job Fair Announcement](#) ]

[ [Registration](#) ]

[ [Required and recommended documentation](#) ]



# Entrance Exams

## Player Information

When your favorite bartender calls in a favor, it's probably a good idea to do it. Besides, how hard can tracking down a few stupid kids be in Night City? It's finals season, so it's not like they could have gone far...

## Gamemaster Notes

Ideally, this scenario should be delivered by someone the group knows already. Presumably, they have a bar they haven't been kicked out of yet, but any non-corporate NPC could work. If the crew is remarkably antisocial, they can find the request posted to the data pool.

For the scenario, researching the screamsheets is optional, but it gives the PCs background that can inform their decisions later.

## Background

A week ago, the nephew of the gang's favorite bartender was dumpster diving with some friends when they came across some premium implants. Looking them over, they realized that these would be ideal for acing their upcoming exams. These exams aren't just for a grade: They can determine the trajectory of a young person's life. Sure, implants are usually banned from the testing centers, but these aren't on the forbidden list yet... So, one trip to a dodgy ripperdoc later, and they were rocking new implants, ready to decimate their exams.

One problem: Those implants weren't trash. They were lifted by a few hired hands who had been paid to grab some of the latest tech from an upcoming expo. Since people were scanned before leaving the building, they hid the merch in the trash with plans to retrieve it later that evening. Unfortunately, some kids got to it first... If they want to get paid, they have to get it back, even if they have to rip it out of some high schoolers' spines.

## Kicking off the Investigation

Before the crew can settle in and read over today's screamsheets, they get a call from their favorite bartender (note: if they have another beloved NPC they like to work with, sub them in here, as long

as they're not a corpo). He asks that they come over right away, because he has a favor or two to cash in. On their way over, they can research the sheet if they want.

At the bar, the crew is ushered into the back, where they find the bartender and a hangdog kid, probably in his late teens. The bartender introduces them to Kyle ('Sm0ke' in the kiddie edgerunner circles), his "sister's idiot kid."

He won't waste time laying out the situation. Kyle found some discarded tech in the trash, and he and his wannabe edgerunner friends decided to get it installed to help their exam scores.

## Tech Expo Postponed

Skills: Streetwise, Electronics / Security

- ☐ **DV 9:** The expo has showcases from all the big guns. A delay is super unusual. Something went wrong.
- ☐ **DV 15:** Best guess? Something security-wise went wrong.
- ☐ **DV 21:** Wait... one company isn't a big gun. Aetherworks?

## It's not too Late to get a Boost!

Skills: Any education, Any tech

- ☐ **DV 9:** Implants are one way to be smarter. They're popular with students.
- ☐ **DV 15:** Mods are expensive, so some students will do anything to get them.
- ☐ **DV 17:** The line about them being legal? Not a joke. Some implants are banned during the exams, but if an implant is on the bleeding edge, the scanners won't be able to detect them yet.

## Exams Lead to Traffic

Skills: Streetwise, Local expert, Any education, Electronics/Security

- ☐ **DV 9:** These exams happen at the same time every year. A good score is literally life-changing, getting you into top schools and the most competitive corps.
- ☐ **DV 15:** Security is TIGHT at the centers, with everyone getting scanned for banned boosters. That causes the traffic.

## NC Council Hosts Annual Job Fair

Skills: Any education

- ☐ **DV 9:** This fair always happens around the same time as the exams. Test takers get their score and go straight to the fair for a job/uni application.
- ☐ **DV 15:** If your score is too low, you won't get in, period. The form will auto-reject you. There's lots of chatter, trying to figure out how good a score you need *this* year to get admitted.

## Kyle/SmOke's information

Skills: Streetwise (Kyle will spill his guts without any checks. He's worried about his friends, and his uncle made sure he knew to share everything he knows. The DVs are for information he doesn't have)

- ☐ His 'crew' had a few hangouts in the city, mostly in abandoned buildings. He gives the crew their locations.
- ☐ They'd promised to keep their find secret, but 'Zigzag' had a new girl he was trying to impress...
- ☐ They'd been digging through those particular dumpsters *because* they knew an expo was being set up. "People toss out gold, man!"
- ☐ He'll hand over the contacts for his friends (Zigzag, Aero, and Zen).
- ☐ The last he heard from any of them was Aero telling him to get out of the city. Being a minor with no real cash, he ran to his uncle for help.
- ☐ The implants work like an internal database and calculator, but better than anything on the market right now.
- ☐ **DV 9:** The crew should also get the details for the ripperdoc, who may have more information... or sold them out.
- ☐ **DV 13:** No one tosses out perfectly good cyberware... unless they plan to grab it later. It's a common tactic when you need to get something valuable out of a location where everyone gets scanned before leaving. Toss the goods in the trash and grab them later.

## The implants

Skills: Cybertech, Electronics / Security

- ☐ **DV 13:** It's clear that these implants are extremely high quality... not something you'd find in the trash.
- ☐ **DV 17:** Examining the implants more closely, the maker is a new company in the tech scene, which doesn't make sense. It's *too* good for a small fry to make...
- ☐ **DV 21:** The sticker may say "Aetherworks", but the design is all Arasaka.

## Development

Now that the crew has a place to go and some hints about what might be going on, the most sensible course of action would be to check out the list of hidey holes, especially since none of the students are responding to pings. The first few locations are unoccupied. The third, though, shows signs of a struggle... and the body of Zigzag. He's a bloody mess, and the room shows signs of a struggle. His implants are missing.

### The body:

- ☐ **DV 13** First Aid, Paramedic, Cybertech: The implants were ripped out while Zigzag was alive, with more care for the implant than the person.
- ☐ **DV 17** Criminology, Deduction, Streetwise / **DV 13** Interrogation: This has all the earmarks of torture.

### The room:

- ☐ **DV 13** Electronics/Security tech: Hidden in a neon green teddy bear, the crew finds a security camera, roughly patched into the data pool and power grid. It's programmed to send images to Aero's agent if movement is detected.
- ☐ **DV 13** Perception, Local Expert: Hidden amidst the schoolwork and old scream sheets, the crew finds a map to a section of the sewer system that appears to have been cut off from the main system. "Super hidden! Hardly any smell!" If Kyle is asked about this location, he confesses he knew Aero and Zigzag were scouting it, but hadn't been there yet.

If the players have the contact details for the ripperdoc, he won't answer any calls to his agent. If they go to his shop, they find it in a state of disarray: Computers cracked, storage tossed, every drawer emptied. A neighbor can fill the crew in: His shop was tossed while the ripperdoc was out. As soon as the doc saw the state of his shop, he skipped town. "Bones was always up to something shady. Guess it was time to pay up?"

At this point, a picture is starting to emerge: The students accidentally stole some gang's heist. They might have gotten away with it, but the most talkative of their group, Zigzag, couldn't resist a little boasting. Tracking him down was easy enough, and getting him to talk was probably easier. Aero was alerted via their security system, and after alerting the others, ran to the one place she thought might be safe: Their newest hidey-hole.

Unfortunately, she doesn't know that the gang knows where it is and is likely closing in on her.

## Climax

If the crew feels like playing hero (and getting paid), they'll likely make their way to the closed-off section of the sewer near the city limits of NC. It's clear as they get close that they're not the first party to get there: A door that had been locked with some improvised wire has been ripped off its hinges. Taunting shouts can be heard echoing within the sewer complex below. Whoever it is promises to make it 'quick' if the 'little thieves' just come out... Echo and Zen have found some place to hide, but who knows how long they have?

The rival gang is made of several boostergangers (2:1 crew ratio) and their leader (hardened boosterganger). They're desperate to retrieve the cybertech, so they will fight to the death. Once everything is clear, with assurances that Kyle sent the crew to save them, Aero and Zen will crawl out of their hidey-holes.

## Resolution

The agents of the fallen boostergangers can be hacked with relative ease (Any Netrunner with Interface 4 or someone who succeeds a **DV 13** Electronics/Security check). A local fixer, Push, had hired the gang to lift the implants from the expo. A flurry of messages implies that the gang hadn't told Push they lost the implants, but were merely delayed due to a series of increasingly unlikely excuses. Push is a well-known fixer, so screwing up a gig for him might have repercussions down the line for a smaller crew.

Aero and Zen are shaken and humbled, and will eagerly have the implants removed.

## Getting Paid

- The bartender will gladly pay the crew's fees, but it's clear that this is probably coming out of Kyle's scant education fund. If the crew refuses his money, he'll insist he owes the crew a future favor.
- The contact from the dead boosterganger will happily pay for the implants. Push isn't overly concerned about the fate of the dead boostergangers. "I had a feeling they wouldn't work out." He becomes a potential new contact for the crew.

- If one of the crew members has corpo connections, they might offer to return the implants to Arasaka. Through a low-level representative, they'll be thanked and rewarded, and will become a contact. It's not always bad to know a guy on the inside...
- If they opt to sell them on the black market, they can easily pull in more than they would normally, but at this point, two different parties are looking for those implants. How that pans out is outside of the scope of this adventure, but it should be brutal.

Note: Since the bartender won't insist on the implants back, this does mean the players can *technically* get paid twice. If the GM wants to avoid this, then the bartender will insist on taking the implants and destroying them.

## Credits

- This scenario was inspired by the short story "Memories of Moments, Bright as Falling Stars" by Cat Rambo. Reading it isn't required for running this scenario, but it's well worth checking out!
- Ad by: [Cirrec](#)
- Screamsheet graphics from: [R. Talsorian Screamsheet Generator](#)