ACKNOWLEDGE UP FRONT THAT THE PCS ARE GOING TO WIN, AND NEVER SWEAT IT. THEN USE THE DICE TO ESCALATE, ESCALATE, ESCALATE. WE ALL KNOW THE PCS ARE GOING TO WIN. WHAT WILL IT COST THEM?
LUMPLEY

A DESIGNER KNOWS THAT HE HAS ACHIEVED PERFECTION NOT WHEN THERE IS NOTHING LEFT TO ADD, BUT WHEN THERE IS NOTHING LEFT TO TAKE AWAY.
ANTOINE DE SAINT-EXUPÉRY

THE INTEGRITY OF ITS SPAN WAS RIGOROUS AS THE MODERN PROGRAM ITSELF, YET AROUND THIS HAD GROWN ANOTHER REALITY, INTENT ON ITS OWN AGENDA. THIS HAD OCCURRED PIECEMEAL, TO NO SET PLAN, EMPLOYING EVERY IMAGINABLE TECHNIQUE AND MATERIAL. THE RESULT WAS SOMETHING AMORPHOUS, STARTLINGLY ORGANIC.
WILLIAM GIBSON, VIRTUAL LIGHT

CROMLYN GAMES

CYBER PERIPHERALS

PUBLISHER OF THIS BOOK

Copyright © 2017 Cromlyn Games

PUBLISHED BY PUBLISHER OF THIS BOOK

TUFTE-LATEX.GITHUB.IO/TUFTE-LATEX/

Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0. Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either eXpress or implied. See the License for the specific language governing permissions and limitations under the License.

First printing, August 2017

Contents

Basic Moves 15

Preparing to play 17

Playbooks 19

Cyberware 21

Assets 23

Advancement 25

The matrix 27

Running Cyber_Peripherals 29

the first session 31

Designer Notes 33

Bibliography 35

List of Figures

List of Tables

Dedicated to those who appreciate LaTeX

and the work of Edward R. Tufte and Donald E. Knuth.

And to the horde of goblins who died

defending them.

Playing in Cyber_Peripherals

Basic Moves

Preparing to play

install Sprawl drivers?

Playbooks

Breaker

Goon

Trader

Prole

Outcast

Veteran

NGOwned

Waif

Bonesaw

Cyberware

Cyberware List

Assets

Favours

Cred

Gangs

Contacts

Advancement

The matrix

Running Cyber_Peripherals

agenda

always say

principles

moves

inflicting harm

countdown clocks

corporations

threats

putting it all together

the first session

Designer Notes

Rule 1 - No Exceptions

Rule 2 - Needs to work for a one shot with strangers at a conference

Rule 3 - Evoke, not mimic, the sprawl and cyberpunk

Rule 4 - Support the GM

Rule 5 - Every mechanical part needs to justify its existence

Rule 6 - Every move needs to relate back to theme or the mechanics

Rule 7 - No stat substitution moves

on Playbooks

a) Does this playbook have a niche. Is it overshadowed?

b) Is the playbook fun and coherent?

c) Does the playbook offer levers for the GM to pull?

d) Does the playbook offer a second, different way to play that character?

On Moves

i) Is the trigger only going to trigger when it is important?

ii) does a miss move the sotry forward with something interesting?

iii) Does a success?

iv)

Formatting:

Only stats use digits. Hold is spent in one or twos not 1 or 2. Add explanation for hold or choice from list under the first option that uses it.

All moves to use the same format of trigger, 10+, 7-9 then 6-

Bibliography

Index

license, 4