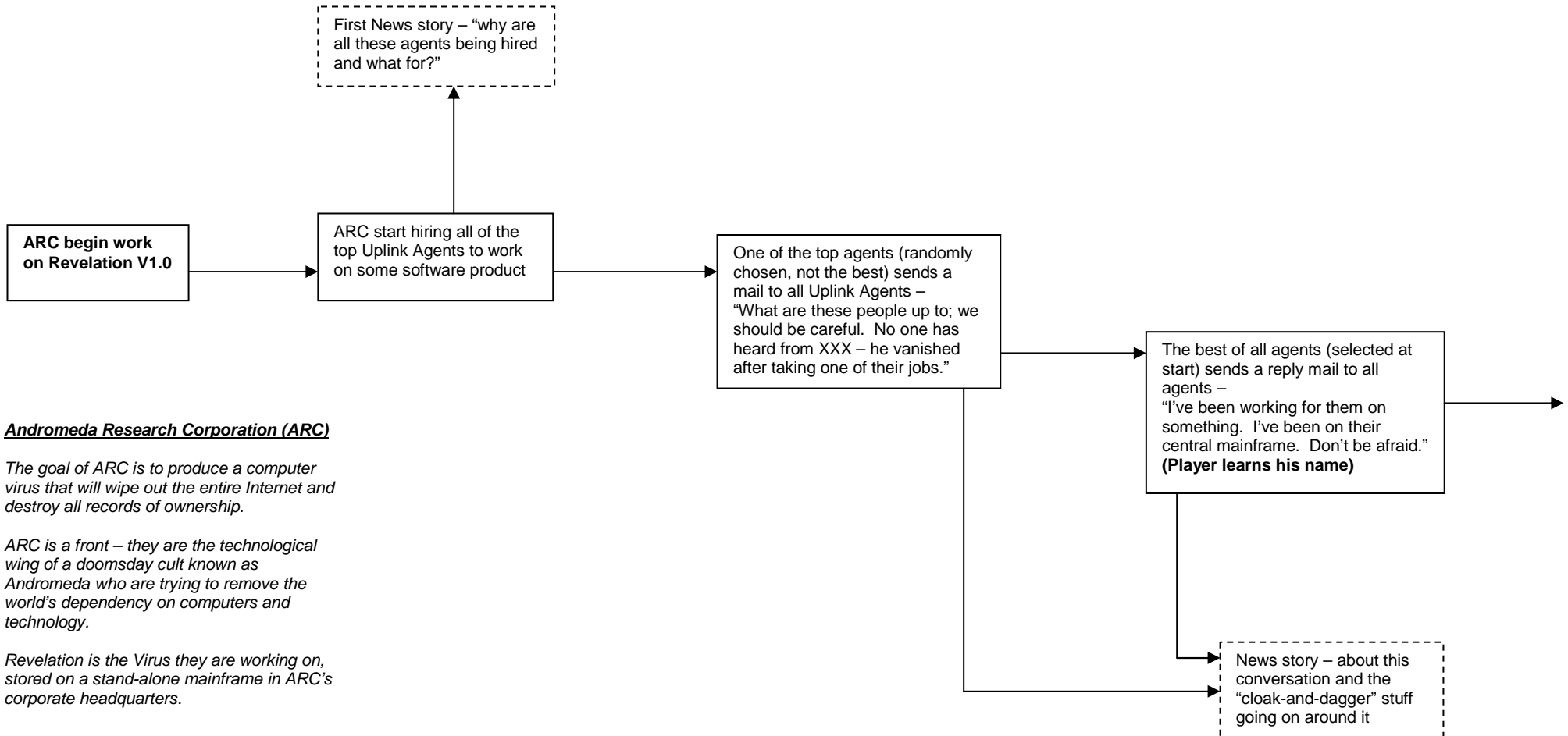


Uplink

Trust is a weakness

Act [i]

Arc formation

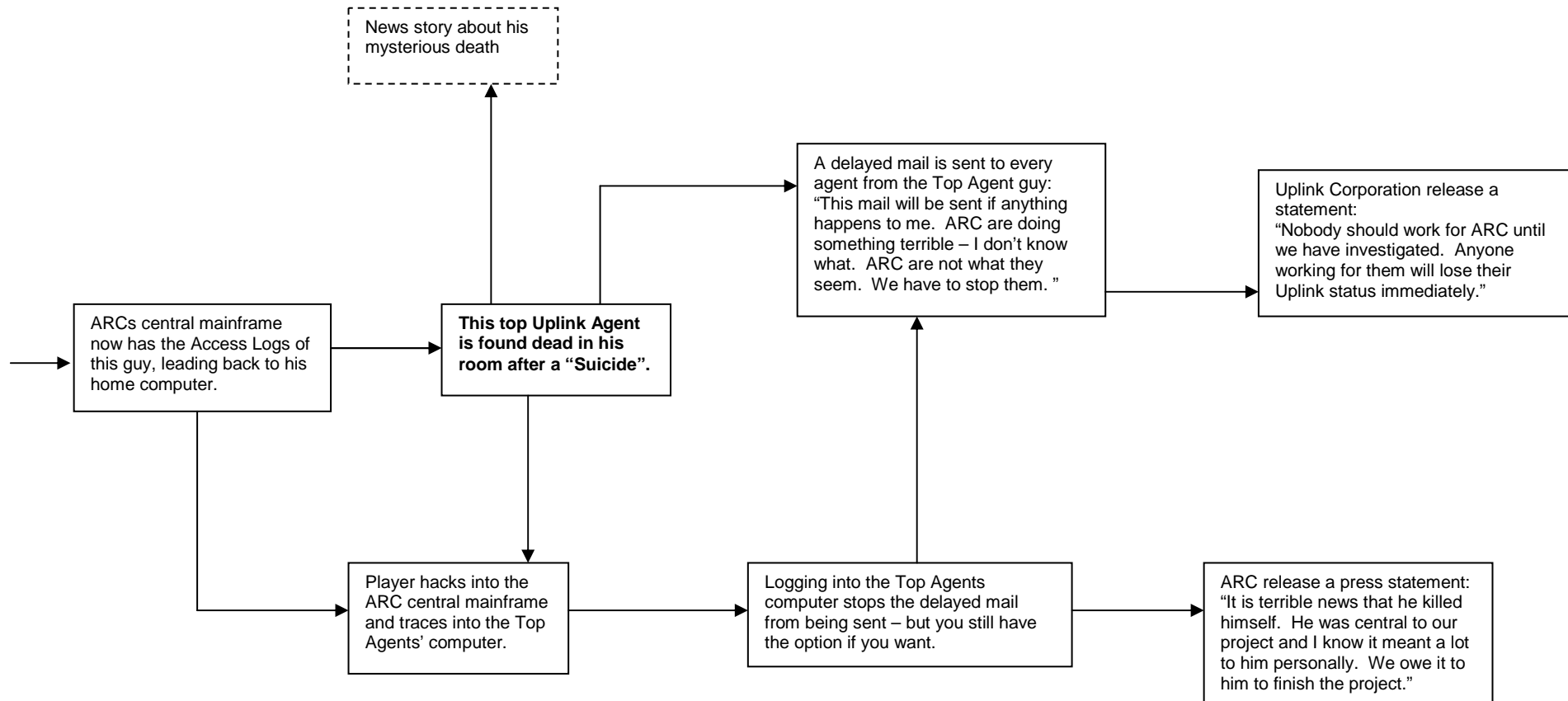


Andromeda Research Corporation (ARC)

The goal of ARC is to produce a computer virus that will wipe out the entire Internet and destroy all records of ownership.

ARC is a front - they are the technological wing of a doomsday cult known as Andromeda who are trying to remove the world's dependency on computers and technology.

Revelation is the Virus they are working on, stored on a stand-alone mainframe in ARC's corporate headquarters.



The ARC mainframe will have no files on it.

There will be logs from the Top agent, as well as logs from someone deleting all the files such as "Deleted file Revelation Core.dat", "Deleted file "Revelation Payload.dat"

The Top agents' computer contains the delayed mail message, a few files copied from the central mainframe like "Revelation Core.dat" etc and access codes for the ARC central mainframe.

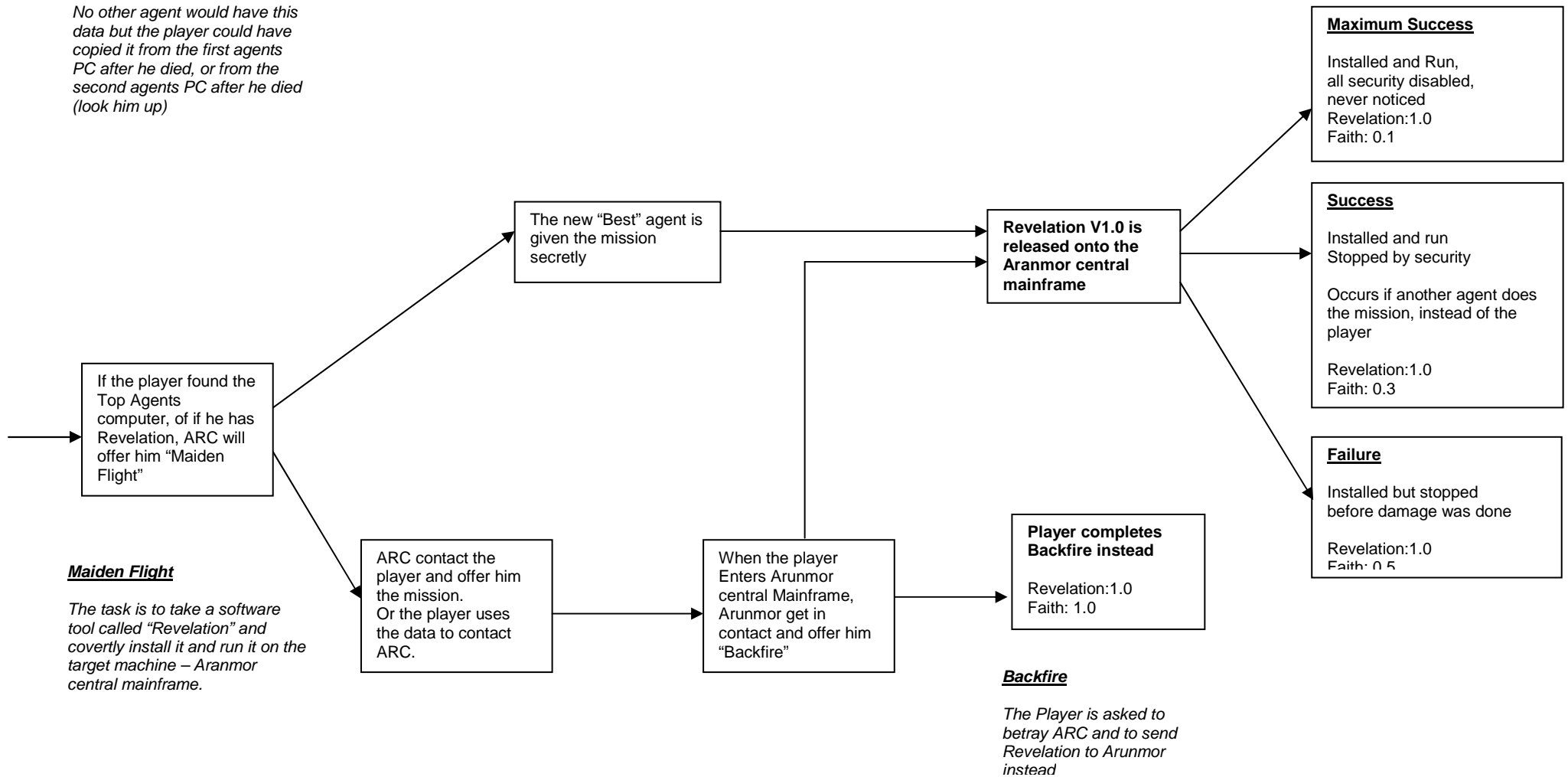
Uplink

Trust is a weakness

Act [ii]

The Maiden Voyage

No other agent would have this data but the player could have copied it from the first agents PC after he died, or from the second agents PC after he died (look him up)

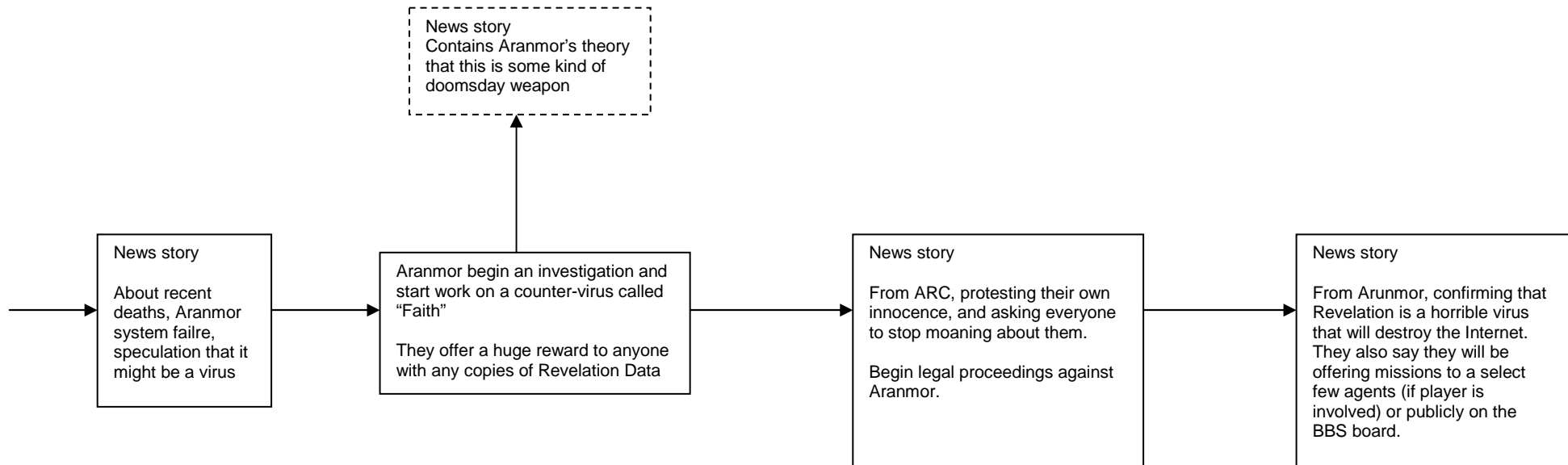


Uplink

Trust is a weakness

Act [iii]

Faith in chaos



If the player is caught working for ARC it will be game over immediately.

ARC missions offer no gain in Uplink Rating (even they don't know) and massive drops in Neuromancer Rating. But financially you are offered the world.

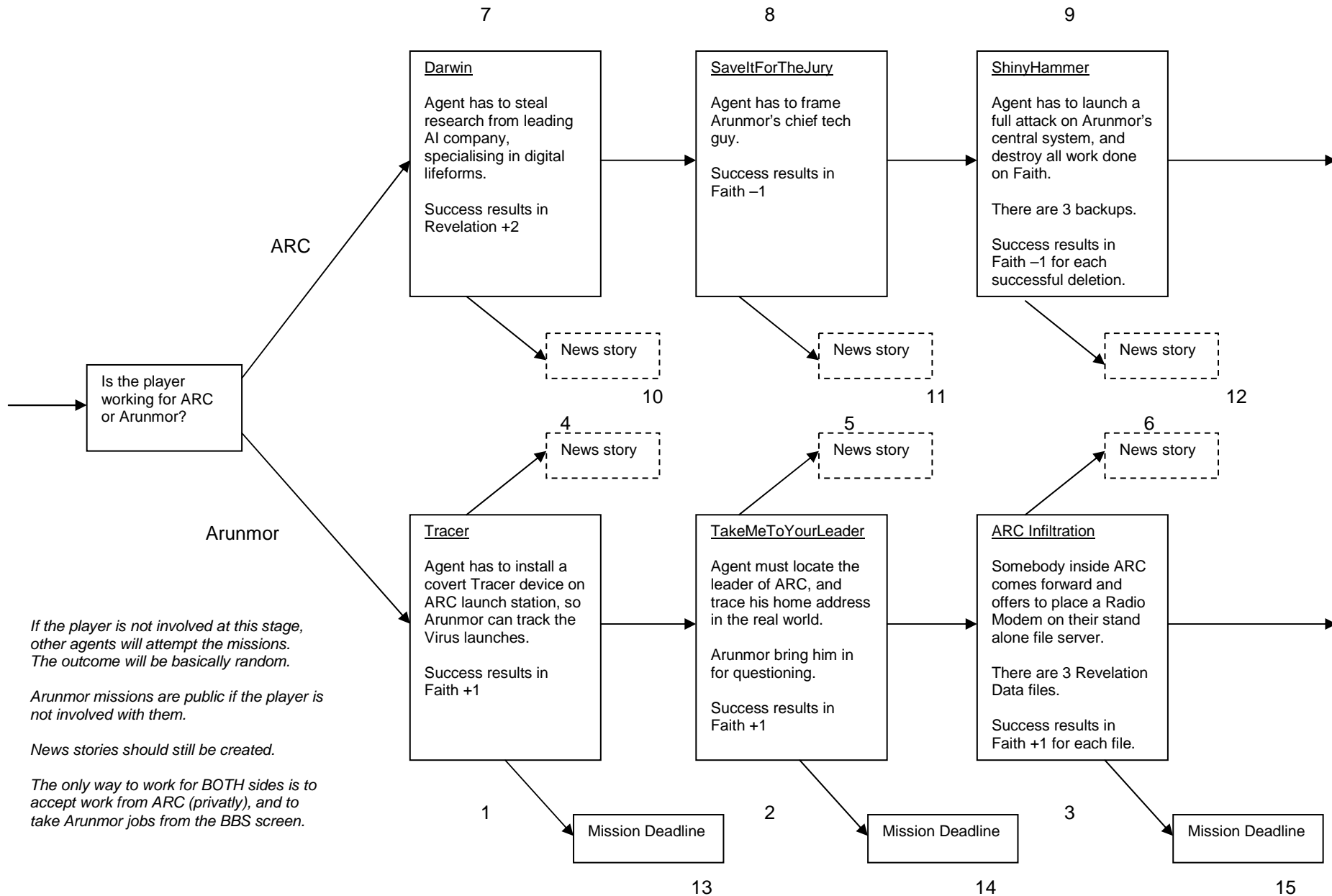
Aranmor missions offer the usual gains in Uplink rating, large gains in Neuromancer ratings and good money.

Uplink

Trust is a weakness

Act [iv]

Trust is a weakness



If the player is not involved at this stage, other agents will attempt the missions. The outcome will be basically random.

Arunmor missions are public if the player is not involved with them.

News stories should still be created.

The only way to work for BOTH sides is to accept work from ARC (privatly), and to take Arunmor jobs from the BBS screen.

