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TIMELINE

-2016-

Scientists wanted to tend to the disabled and injured with new-age artificial limbs.

-2018-

The military focused on developing exoskeletons for ground troops. It was later introduced into police and emergency service for catastrophe.

-2020-

The military research into neural implants. They had wanted to create squads of super soldiers, to fight the war on terror

-2025-

Breakthrough for scientists as they had engineered the link between nature and technology, nano-bots. Nano-bots fuse with the cells in the body as a mediator between the organic tissue of the body and the mechanical parts of robotic augments.

-2026-

Nano-bot discovery had become a worldwide phenomenon. Several news outlets began large debates on whether humans need to fuse with technology. The question on everyone's mind was "Will we all become a robot?"

-2028-

Empty Eyes activity had started to surface. They fought on the side of the citizens due to increasing crime rates.

-2030-

Government passes judgment allowing controlled nano-bot tests on the public. Successful tests were propaganda by the Council of Eight as they wanted to put a monopoly on nano-bot technology.

-2031-

Asimov's Enclave were created. They stole augment technology to profit in the black-market. They would actively attack military bases and take equipment.

-2032-

Additional tests had found, if new nano-bots were not implanted on a regular basis, the patient would become deformed. However, nano-bots were very expensive to create — Council of 8 were doubting the profit they could make.

-2034-

Increasing reports of defected augment users. Increasing reports and crimes of mutated patients stealing nano-bots and everyday items such as food and water.

-2035-

There was a mass media storm of multiple factions campaigning for the banning of augments and creation of nanobots. Mass riots and campaigns on the streets for the banning of augment, they never were peaceful. All of them ended in violence with hundreds arrested, even resulting in multiple deaths.

-2036-

Police introduced new wave of police enforcement - multipurpose robots that could quell riots and violent crime.

- 2037 -

The government stepped in and outlawed the creation of nano-bots and augmentations in both private and public sector.

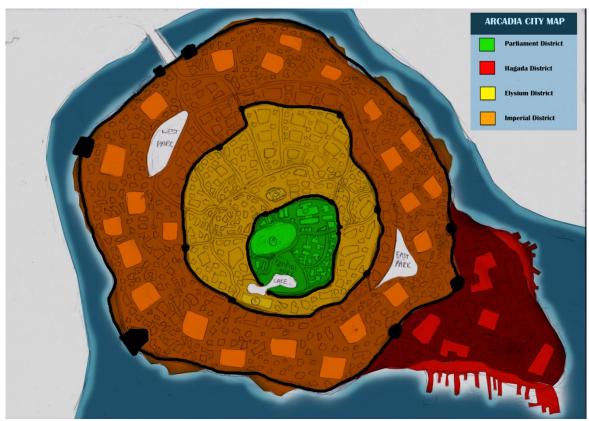
-2038-

The government exiled all the mutated humans into the vast sewer system. The Forgotten Ones were forged as a resistance faction.

-2040-

Nano-bot and augment technology are still prominent and widely used by the criminal underbelly. Asimov Enclave are making large profits in the black-market even if they are being oppressed by the Council of Eight.

MAP





CITY OF ARCADIA

The centre hub is a utopian locale populated by the bourgeoisie and government officials. Corporate buildings tower over the insignificant citizens. Government buildings are dwarfed by their mighty size. The Council is forever watching. The mammoth structures made out of glass are a testament to modern architecture. Streets that interconnect each tower are pristine, however they are heavily guarded at each street corners. Animosity lingers in the air with the rich and powerful fighting for supremacy. Taking the illustrious from building to building are automated vehicles, their curved glass designs assimilate with the surrounding scenery. Once you enter one of these immense man-made constructions, you are dazzled by the lavish décor. Each building looks like the inside of a church, high ceilings with dangling electronic chandeliers that radiate wealth. The robotic assistants hurry around the room serving the needs of their masters. The robots almost seem android like, wanting to blend in with the rest of the aristocratic servants of the Council. Holo-displays float around to inform the user on fake articles created by the ever controlling Council of Eight. At the top of the tallest tower of Arcadia lays the Council of Eight lair. An empty circular room, with a giant round table within the centre. 8 giant pillars surrounding each member's seat, where discussions and plans about how to control the cities government.

Descending the wall that disconnects each district, the elevator shaft is a quick and smooth ride allowing you to contemplate on the division of human society. The elevator is quite large in circumference and can hold 100 or so people.

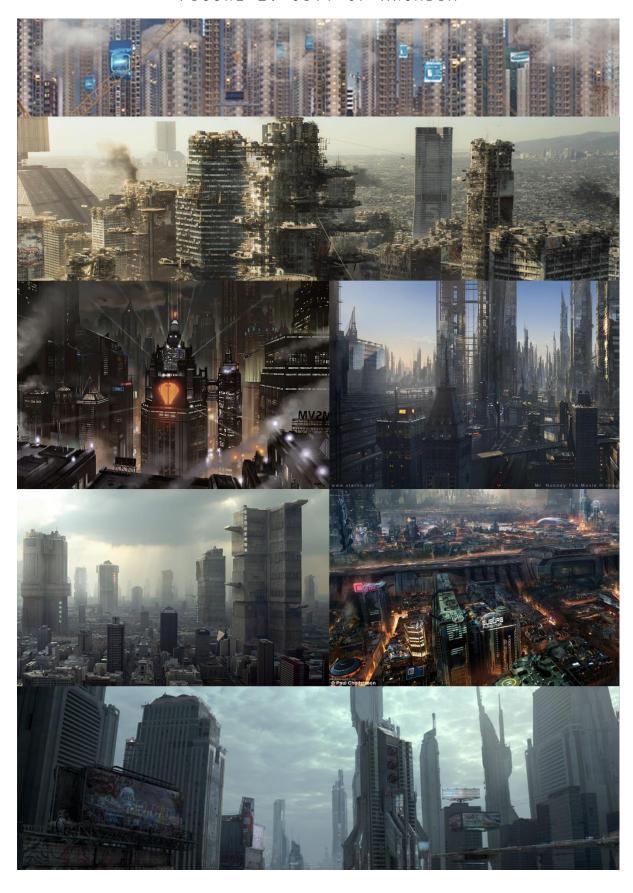
You are released into a compact and modern cityscape. The use of concrete and brick is widespread, with a theme of substance over style. Hi-rises are dotted around the city solving the overpopulation crises, very much prioritising sheer height over anything else. Traffic is constant within Arcadia, never ending, it is better off to walk then to drive. Cars are not automated, however driven by your robot servants, if you can afford one that is. Trains rattle over the city streets, making for a noisy city centre. Aftermath of demonstrations and riots are widespread; broken-in shops and houses, which have been abandoned by their residences, fearing for their own safety. The augment debate had tittered the struggling city off the edge, will it ever be saved? The citizens of arcadia scurry along their daily routines like cattle; going from work to home and allowing their servant robots to do the rest. Police are absent on the street but surveillance is prevalent on every street corner. Secluded parks within the city are gateways for Empty Eyes members. You descend down the ladder, barely seeing a faint blue light. You emerge into a technological marvel. Wires, computers and servers are sprawled across the underground facility. Multiple Empty Eyes members entranced by their computer monitors, lines of code reflecting against their face.

Descending into the criminal underbelly of Arcadia, the elevator ride is rickety with sudden changes in speed, making you fear for your life. You emerge into a dense smog, pollution filling your lungs. Factories mass producing the needs of the people of Arcadia from the robots that look after your household, to the simple kettle to boil your water. Walking along the dimly lit streets is dangerous, with no cameras or police in sight. Street thugs occupying every street corner, ready to start a fight. Factories are heavily guarded by the augmented guards of Asimov's Enclave, with each outpost containing two or 3 guards. Within the factories, production of augmented parts are mass produced for the black-market, workers themselves augmented for increased production rates. Asimov lackeys protect their precious cargo within heavily fortified trucks. Driving through the lower depths of Arcadia gives you a sense of realness and grit, compared to the fantastical and mundane districts above. Arriving at the black-market gives a sense of life to Arcadia, people trading and bartering for nano-bots and augments. Metal stalls are spread out protected by the Enclave so their precious products aren't stolen. Selling illegal contraband is vital to business making this one of the safest place within Arcadia.

Opening up the sewer panels in the darkest alleys of this district, leads to the lowest depths of Arcadia. While climbing down the ladder, rats crawl along your hands. You smell the sewers before you see them, the stench making you gag. Arcadia's rickety sewer buildings are made out of old sheet metal with slabs of brick, one little knock and it all

crumbles down. The interconnecting mud paths, with ditches for human waste on either side led to a beacon of hope for the mutants. Within the centre of the city, the church of the Forgotten Ones stands tall amongst the rubble. Made of wood, brick and steel it is the most stable structure within the sewer. The bell rallies the people together for a mass gathering. The one and only true leader preaches on a platform to his fellow brothers and sisters calling for the advancement of the human race. There is a great sense of comradery, but an overpowering aura of anger and revenge. 7

FIGURE 1: CITY OF ARCADIA



COUNCIL OF EIGHT

The Council of Eight are an organized secret society within Arcadia who have secretly existed since its very existence. They are recognised as the "Elite" 1% consisting of eight influential bloodline families who think they are entitled to rule over the rest because they themselves think they are direct descendants of the ancient gods making them high above common society. Over the years they gained control over the city through violent and financials means to wield political and corporate advantage. The Council in secret abducted citizens only to experiment on them using augmentations, for those lucky to survive this process they would be transformed into their agents known as the "Genus" to carry out their self-interests.

HISTORY:

The earliest history of the Council dates all the way back to the 12th Century, when they held the privileged trading rights of Arcadia establishing their power whilst solidifying themselves as the wealthy ruling class. Whenever the population revolted against the government, which they control, the leaders of the uprising were quickly seized and brutally murdered whilst any opposing citizens or companies would be bankrupt. Arcadia has remained in their hands ever since, but the power and influence of the Council of Eight extends far beyond its borders, and today, is felt in every corner of the globe.

These families all have ties to each other through marriage so that the fortunes of each family stay interconnected, as well as within the families the teachings of the six "disciplines" military, government, spiritual, scholarship, leadership and science serve the purpose of grooming of the kin into positions of importance.

BELIEFS/AIMS:

- Unified Church: with the destruction of religion, they can set up a "church" body to channel the Arcadia's beliefs in the direction they desire.
- Suppression of all scientific development except those deemed beneficial by the Council
- The demoralization of families by discouraging workers in the labour class by creating mass unemployment resorting them to alcohol and drugs.
- Complete control of the monetary system, under their ruling government.

ENVIRONMENT:

Their base of operation often referred to as the "Burghal", is located in the heart of Arcadia also knows as the Parliament District subject to having its own laws, courts and armed forces. Apart from serving as the Council of Eight hub, the Burghal also houses the major business, private corporations and financial sector thus giving them control over Arcadia finances, military technology/development, religion and media.

MEMBERS:

Council of Eight have a committee comprised of eight members who serve as representatives of each family, annually a leader known as the "Dux" is elected who presides over them. Within these committee secret councils are often held around the most important elections in Arcadia. On the surface they may seem like a get together for old friends to relieve past times, but in reality they cover serious affairs in regards in events needed to be created in order to take their plan to the next phase.

The Genus are deadly augmented agents that are absolutely loyal to the causes of the Council of Eight. They are extremely proficient with weaponry, experts in hand to hand combat, and are masters of stealth and concealment.

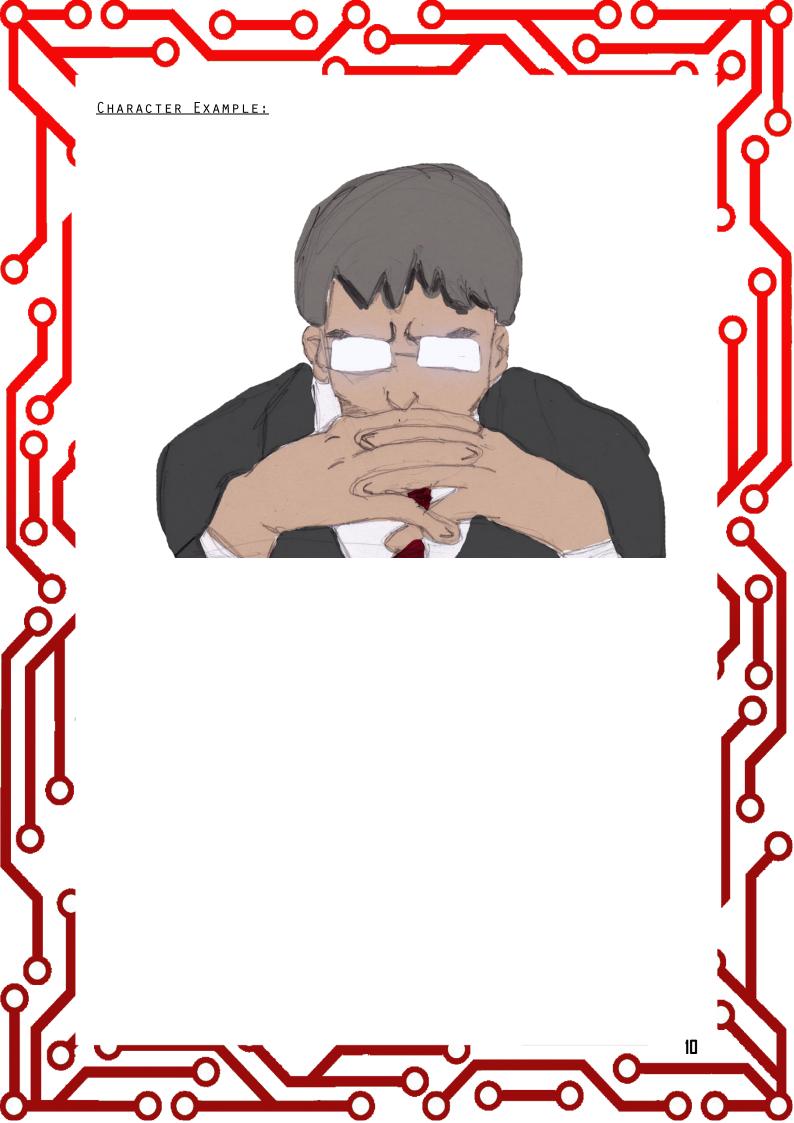


FIGURE 2: COUNCIL OF 8 INTERIOR

EMPTY EYES

Empty Eyes are a small tight knit group of hackers, that fight for justice within Arcadia. They want to protect the citizens of Arcadia from the corrupt government and secret organisations that are riddled throughout this city. Their weapon of choice is through the use of hacking key strategic areas to cripple government. The primary target for Empty Eyes has always been the government due to their wide spread corruption. Government had never helped the members through their traumatic childhood, thus they want to change Arcadian government for the better.

HISTORY:

During their childhood, members of the Empty Eyes were brutally abused and faced humiliation through their childhood tormentors. Their parents and relatives had abandoned them, leaving them to suffer in a brutal child care system; fuelling their hatred for society. Most of the founding members had met through an orphanage in downtown arcadia, where they had lived a life of crime. The constant run ins with the law, had made the members realise that it was time to change. They started to live new lives, mostly working in large I.T companies. However, the mundane ins and outs of their daily life started to take a toll on them. They needed to have a wider purpose and realise their childhood dreams to change society for the better. Empty Eyes had come their cyber vigilante alter egos, wanting to take down government corporations that had affected them all so long ago.

DEFINING ASPECTS OF GANG:

Due to Empty Eyes members originating from an I.T profession, they acquired a wide knowledge base of technology. During their spare time, they had learned from the 'deep web' about hacking, illegal and destructive electronic weaponry. Years of group practice had strengthened their technical and group ability. Collectively, they had developed an app on their smart phones that is able to bypass any security on electronic devices. Furthermore, they operate a forum website, where members of the public are allowed to ask for help anonymously. Once a post has been seen by a member, they take on the mission set by the citizen; once completed they reply with a simple "The Eyes Are Empty". The government have not caught on to the activities of Empty Eyes as they leave no trace of their work.

RELIGION/BELIEFS:

They Empty Eyes do not believe in the existence of God, as they argue that if God was real, he would have helped them during their tormented childhood. They believe that childhood should be a moment to cherish and enjoy, as their own have been taken away. Members of the gang mentally focus on bringing justice to this corrupt world, they belief that no one can do this other than them. Their belief in democracy has been diminished, the rich get richer and poor get poorer. Money and power are too affluent within Arcadia; Empty Eyes want to change this.

ENVIRONMENT:

Empty Eye members gather in a dense forest located on the outskirts of downtown Arcadia. They use to escape the orphanage and come here for the freedom of movement compared to their cramped rooms. The more they delve into the forest, they approach a tunnel system that leads to an abandoned server room. This underground facility was once used by the government long ago, and has been sealed off for no one to enter. As you enter, you see a vast operation of computers and servers sprawled amongst the room. The room is cold to keep the servers and computers from overheating. Virtually most of the operations for Empty Eyes are taken place during the late hours of the night, this is to make sure they are not tailed by anybody.

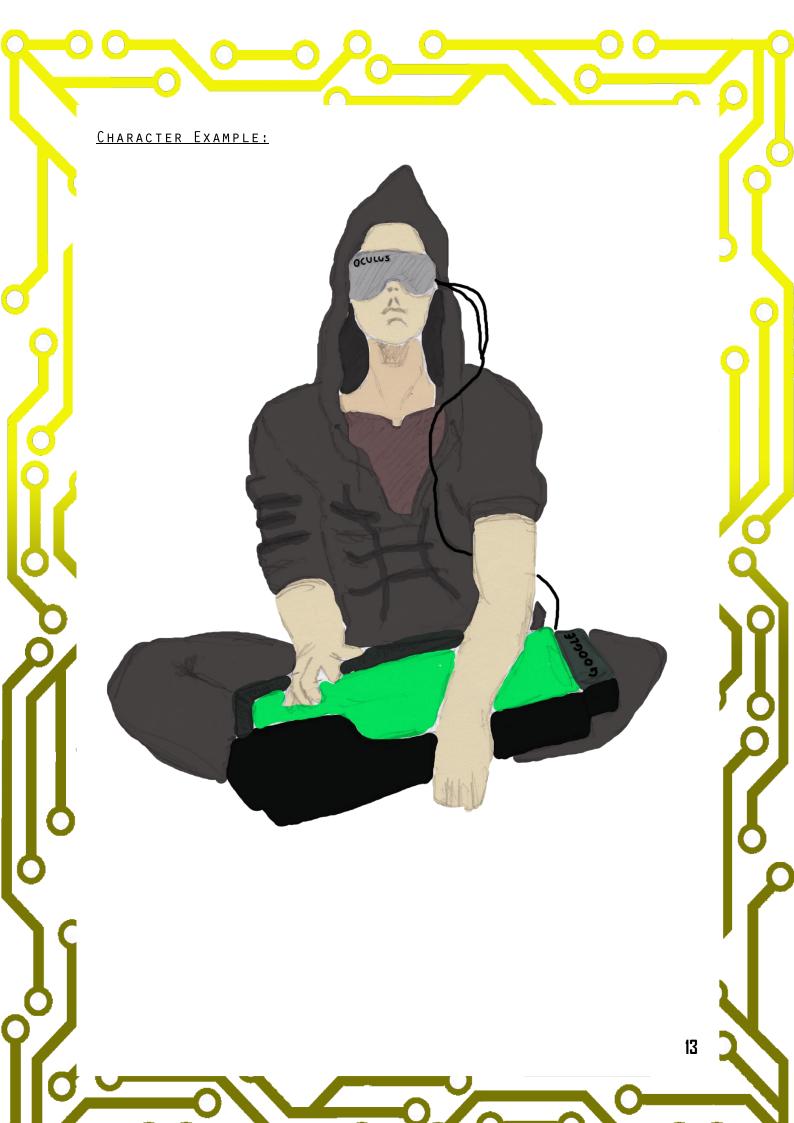
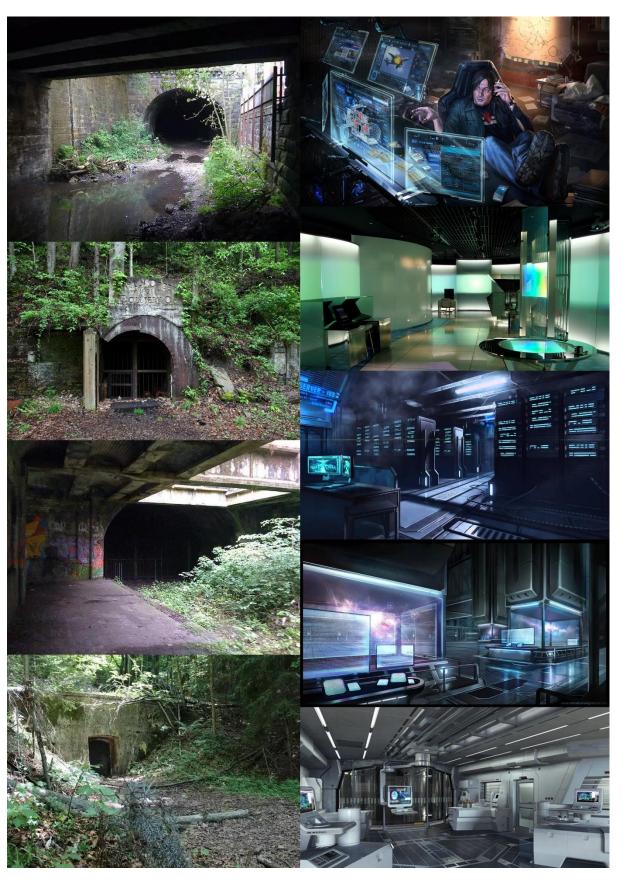


FIGURE 3: EMPTY EYES UNDERGROUND BASE



ASIMOV'S ENCLAVE

Asimov's Enclave are a criminal organisation that profits from selling illegal augmentations through their own highly controlled black-market. They provide buyers with several different goods on offer varying from: Nano-bots, augmentation parts, weapons as well as drugs. Asimov's Enclave had formed from a conglomerate of gangs that wanted to capitalise on the augmentation program. They had seen it as a profitable venture, therefore they had put their differences aside and united to form one goal; being the number one supplier of augment parts to the criminal underbelly.

BELIEFS:

The Enclave do not have a unified set of ideals or beliefs as it is a large gathering of cultural, and ethnic backgrounds. There is however a common goal between all members, which is to make the most money through any means possible. Survival of the fittest is the slogan used by most members, as even though there is a friendly atmosphere among most members, among the higher ranks competition is rife. Due to the gang being new, there are still old rivals that flare from time to time; however, they are quelled especially by the higher ranking members.

MEMBERS:

The members of the Enclave vary in ethnic background due to the gangs coming from an amalgamation of areas. In the lower district of Arcadia where the Enclave resides, most groups of people are segregated into their own communities. Therefore, the members of the Enclave are diverse in appearance, however you can indicate rank and stature depending on the armour, weaponry and augments that the member is wearing. A rookie member of the Enclave, would be issued with a simple 9mm pistol as well as given no augments; they would have to earn those. They would generally wear jeans, or urban camouflage cargo pants with an iconic Asimov logoed t-shirt. A high ranking captain would be equipped with multiple augments improving their sight, strength, agility and intelligence. Most augments would require surgery as you would need to replace arms, legs, and sleek mechanical fragments to their skin. In addition, they would be able to choose any weapon that they find favourable, ranging from assault rifles, to grenade launchers. Clothing can vary in style depending on what individual members like, however one item of clothing that is vital is a trench coat with the Asimov logo on their back.

RANKINGS:

There are multiple ranks that are earned through increasing respect. Respect is earned through multiple methods which include, making the most money in a day/week, recruiting more members, a heroic act in the name of the gang or even just being a likeable member. There are 4 different ranks below the leaders of the Enclave. The leaders are chosen from the previous gangs, to make sure that every community group has an equal say about the Enclave. They are the visionaries of the gang that decide on the executive decisions, such as expanding the gang and its territory, disciplining their underlings and liaising with rival gangs. Each leader has 4 different captains, each of them has a different discipline that they watch over, in turn to then report back to their leader. The captains are issued 4 different sectors to manage over which include:

- Engineering Captain: Focuses on the development and production of augments.
- Bio-Captain: Research into the development and production of nano-bots.
- Security Captain: Protects the black-market and the Enclaves territory.
- Merchant Captain: Manages the profit levels of the black-market.

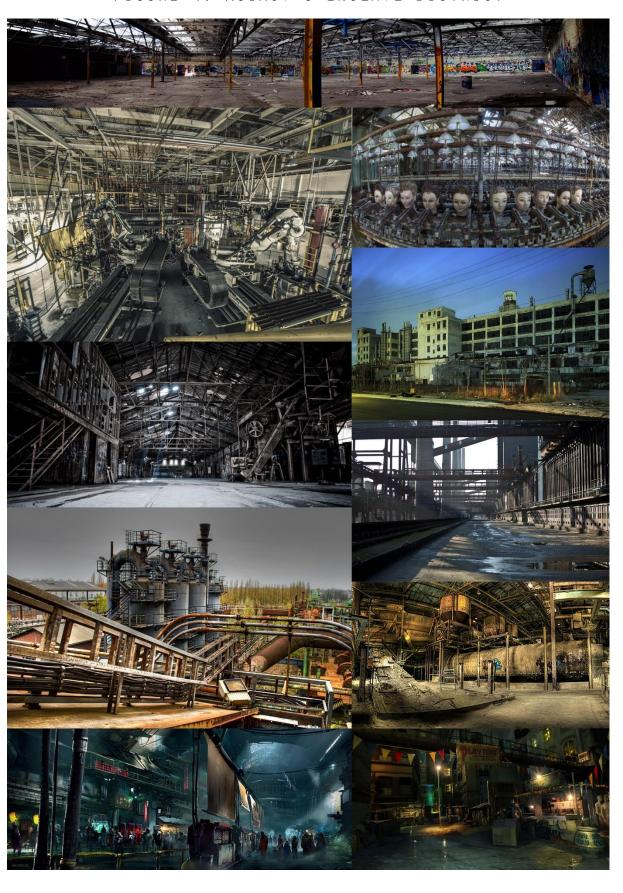
Underneath the captains are sergeants. These members of the Enclave manage each individual area and relay information to the captains about the everyday occurrences that happen. They rely information such as, profit targets, in-fighting, issues with production and topics of interest. Below the sergeants are the lackeys of each division, privates. Privates do most of the primary jobs, which include the production of augments and nano-bots, security of

the black-market and its territory, along with selling illegal products. This is the hardest rank to be in as it is a gruelling job, however there is no alternative job for these people within Arcadia.

CHARACTER EXAMPLE:



FIGURE 4: ASIMOV'S ENCLAVE DISTRICT



THE FORGOTTEN ONES

The Forgotten Ones are a resistance faction who want to rise up against the surface dwellers and act revenge upon the government that had banished them. The Forgotten Ones are a community of mutants that are defective due to the failed augmentation program. These exiled mutants reside within the vast open sewer system beneath Arcadia.

BELIEFS:

The Forgotten Ones have created an extremist religious cult to have something to believe in, due to their dire situation. The main belief that is preached is the furthering of the human race with augmentations, they want the rest of the human race to mirror their existence. There methods are very aggressive and inhumane; they venture to the surface (which is forbidden) to capture sympathisers of their cause. Once captured, they implant augments and starve them of nano-bots (which are needed to have a successful transplant), in turn they become mutated. In the end, they have to join the brotherhood as there is no other option. Additionally, there is also mass propaganda around the sewer city, which includes posters, preachers at street corners and congregations.

MEMBERS:

Members of the Forgotten Ones are registered as a new race within the city of Arcadia. The government regards them as: "extremely dangerous creatures that are able to spread their disease among the common citizen". This fear mongering is not true; however, they are a strong race due to their defected augments. Even though the augments had failed to implement with the biology of the human body, the augments still work and are even more powerful than they are meant to be. For instance, if a human successfully had augments implanted on their legs, they would be able to jump 5 meters. In contrast, a mutant is able to jump 20 meters into the air. There defected augments however render their appearance grotesque. The source of their deformities come from the location of the augment, which would be covered up by patches of skin and pulsating muscles. The rest of the body is able to change colour as a result of the mutation, the most common colour being green. Moreover, the defections are increased due to being surrounded in human waste, toxic fumes and radiation. This produces boils all over their skin, and a mucus slime covering their skin. When it comes to clothing, mutants try find all the scraps of clothing that end up being dumped in the sewers or in landfills on the surface. For some members they wear robes, similar to a clergy signifying them working at the Forgotten Ones church.

ISAAC THE ONE AND ONLY:

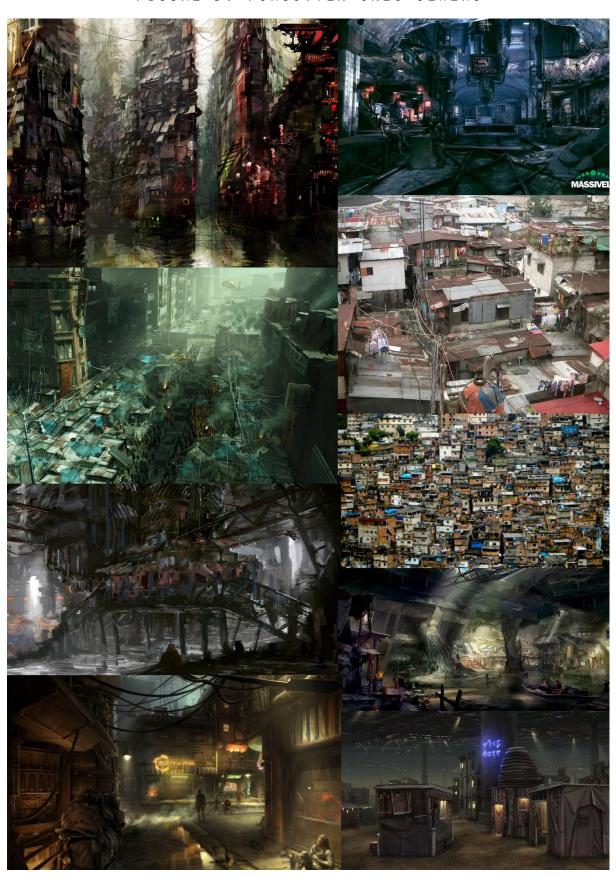
There are no set rankings within this faction as it is seen as a family. Everyone is equivalent to each other and does not have precedence over one another. However, there exists the one true leader of the Forgotten Ones, he is seen as the messiah to help the mutant race evolve into higher beings. Named Isaac, the leader is a kind individual that looks after every single member; he listens to each and every problem they have. However, his persuasive words are what echoes and drive the mutants to bear anger against the surface dwellers. Even though the existence of the Forgotten Ones has been short, Isaac has never been judged for his actions or rivalled, this is due to the fact that his defects are very powerful. Among all the mutants, he is the strongest as he was the very first test subject, thus he has been subjected to every single augment known in existence. However, Isaac does not use fear or intimidation, instead he uses influential speeches that resonate within every mutant. His oratory skills are very important to his leadership as they are what persuade most people to join. This is an example of a speech he would give:

"Why should we be oppressed in this filth ridden underground? We need to rise and destroy these surface dwellers.

Why are we the mutants, why are they the norm. Let us fight brothers and sisters for our rights and our augments. We are the example of a better human race. Let us teach them the ways of the Forgotten Ones!"



FIGURE 5: FORGOTTEN ONES SEWERS



THE TIERED SOCIETY



Secret organisation that lurks in the shadow controlling Arcadia

Puppet government, controlled by the Council of 8

An underground organisation that fights for the people

A criminal organisation that controls the black-market

A resistance faction that reside within the sewers of the Arcadia

THE RELATION NETWORK

At the top of the hierarchy exists the Council of 8 that controls Arcadia from the shadows. The Council use lethal intimidation tactics to instill fear into the elites of society. The Council uses their top secret agents (similar to assassins) to carry out assassinations on the citizens that do not compile to their rules. Furthermore, they use their wealth to buyout most of their competition, as they are the richest within Arcadia.

The source of Council's legal power lies within them puppeteering the government. The Council members put pressure upon the politicians to make sure that they obey by the Councils vested interests. The government's only authority resides within the Police force, as it does not come in-between Council interests. The control of the police force is only situated within the upper districts of Arcadia, as the Enclave control the lower districts. However, the special police force, anti-augment regiment, focus on cracking down the activities of Asimov's Enclave and The Forgotten Ones.

Empty Eyes is a mutual entity within Arcadia as they support the people more than anything. However, some members of Empty Eyes have a grudge against the Forgotten Ones members as they attack the public and take them back to the sewers. Members of the Empty Eyes mostly originate from an abandoned or abused home, and are recruited to make Arcadia a better city to live in. Therefore, they act out justice-filled acts to improve the safety of Arcadian life. The mutual threat imposed between the Government and Council of 8, worry Empty Eyes due to the fact that they are hindering their mission of improving Arcadia.

Asimov Enclave are an influential faction throughout the lower depths of Arcadia as they control the black-market that criminals visit to purchase illegal contraband. The Enclave are hated by the Council as they are making money of the very augments they had created; therefore, they want to put an end to the black-market. More importantly, the Enclave and The Forgotten Ones are frequent business partners due to their mutual interests. As the Forgotten Ones want to get rid of the government, Asimov provides them with weapons and equipment to fight against the Council when the Forgotten Ones rebel on the surface. Even certain members of Empty Eyes operate with the help of the Enclave as they acquire augmentations to increase their hacking ability. The Enclave profit massively by trading with these factions.

As the Forgotten Ones were shunned and exiled from society, they have a fierce rivalry and bitterness towards the Government. As most of the mutants were patients, they have come into contact with Council members that were over-

seeing proceedings. Especially the leader Isaac, who had come in contacts with all the Council members, and are aware of their secretive existence. His aim is to destroy upper society, but is constantly attacked by assassins, as the Council tries to get rid of all evidence that exist of themselves.

CONCLUSION

The city of Arcadia is an ever-evolving city which never sleeps. The dense streets of each district tell different tales of the augmented revolution. From the upper echelons of society, the Council of 8, an extremely powerful secret society controls the city. Their frightening use of force, create a fear within the citizens. The rebellious underground hacking group, Empty Eyes, fights for the people's justice. Their keen hacking skills help cripple the corrupt government. Asimov's Enclave is a criminal underbelly organisation, who controls the black-market selling illegal contra band; including augment, nano-bots and weaponry. Their mutual interest in selling augments creates them mass profit within Arcadia. Finally, the Forgotten Ones are a mutant sewer race that was exiled from society, due to the failed augmentation program. Isaac, the one and only, will lead the fellow mutants for revenge against their oppressors. "Will Arcadia ever become a paradise...?"

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FIGURE 2 - COUNCIL OF 8

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FIGURE 3 - EMPTY EYES

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FIGURE 4 - ASIMOV ENCLAVE

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