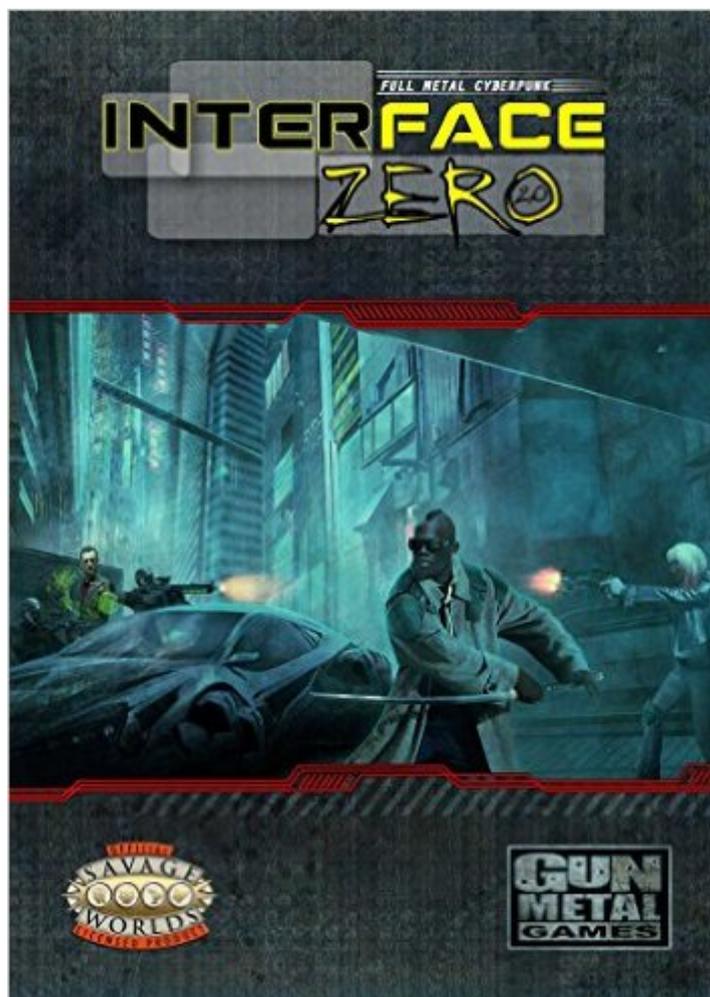# The book was found

Interface Zero 2.0 (Savage Worlds, GGPIZ201)

Synopsis

FULL METAL CYBERPUNK! In a not-so-distant future, the world has been ravaged by global warming, subjected to the horrors of nuclear war and natural disaster, witnessed the collapse of the mightiest nation in the history of the world, and the rise of other nations to take its place. In East Asia, the Bear and the Dragon battle for control of the resource-rich continent, and an emergent A.I. known only as Charon has destabilized the whole of Europe, sparking revolution and chaos not seen since the Second World War. On the North American continent, the prospect of conflict once again rears its ugly head as terrorist bombings in Atlantica, bring the nation to the brink of war with the North American Coalition. Is this the work of Charon, as well, or are other forces moving behind the scenes? Only time will tell. Science has hacked the genome, unlocking the secrets of DNA to facilitate the creation of new breeds of human; genetic hybrids, human 2.0, and even simulacrum- a slave race grown in amniotic vats and sold on the open market. Cybernetic technology has reached the point where those with the money and the will to do so, can become living machines. Computer science has grown by leaps and bounds as well. Dubbed Interface Zero by those who created it, the Tendril Access Processor-or TAP-downloads the Global DataNet and Hyper Reality directly into the minds of billions of users across the solar system, bringing the world an unparalleled level of interconnectivity, and danger. Malware plagues the Deep, and hackers manipulate the Tendril Access Processor to upload malicious virii, steal secrets, and even the identities of the unwary. This is the world in 2090, omae; let's hope you survive it. Interface Zero 2.0 is a cyberpunk game powered by the Savage Worlds game system. Play bioroids, full-metal cyborgs, vat-grown simulacra, genetic hybrids, Human 2.0, and even androids! Hack the world around you with our revised hacking rules, or take control of a drone and lay down some fire-support for your team! Get cybered with new cybernetics using our Fast Furious and Fun rules! Interface Zero 2.0 is created by Peter J Wacks, David Jarvis, Hal Maclean, Matt Conklin jr. and Patrick Smith

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Customer Reviews

In the age of the Internet, when it comes to products we purchase it's rare for us to be surprised anymore. By the time a product hits the bottom of the bag on the way to the checkout line, or lands on our doorstep in a pretty box, we almost always know exactly what we're getting before we even open it.In one sense, that's what happened when I got Interface Zero 2.0 --- I was expecting to get a good campaign setting for the Savage Worlds ruleset, and IZ2.0 certainly delivered that.What I wasn't expecting was for Interface Zero 2.0 to deliver vastly, exponentially more.First, in terms of the actual setting IZ2.0 is outstanding. Earth in 2090 is a dynamic, bustling, conflicted world, brought to life through the ongoing dialogue between online denizens as they describe what they see. Places, people, events, organizations, governments are all crafted and detailed to provide structure, while still giving the GM freedom to put the PCs anywhere they'd like to be.Do the PCs want to work in a top-secret government commando outfit? Be part of a political underground, bent on fomenting unrest? Become crime lords of the teeming undercities? Be part of a Shadowrun-esque "Fight the Man" scenario working against corporate overlords? It's all here.Beyond the setting, however, is a wealth of new character options for PCs playing in a semi-modern, semi-sci-fi Savage World. I've purchased a few other campaign settings for Savage Worlds, and while I've enjoyed them, I've generally felt that the customization options were a little sparse.With Interface Zero 2.0 I felt the exact opposite. New edges, new character backgrounds, tweaks to existing skills and more all come together to take the core Savage Worlds rules to heights previously unseen.

Interface Zero 2.0 has a lot going for it as a tabletop RPG. It's a very imaginative setting and meta-narrative, and looking through the book made me eager to generate a character and play. The artwork is really wonderful in many places and the design and layout are superbly done.The elements of the game IZ2 brings in for itself that are not found in other Savage Worlds settings are likewise vivid and engaging, encouraging the imagination and inviting players and GM's to get creative. The new character races are very fun and their improvements or adjustments to others make sense and add to playability. All in all, this is a game that rewards the group's investments of imagination and effort. Having just finished playing in a long campaign that transitioned from the first edition of IZ to this update, we all felt 2.0 was a big step forward, increasing the game's accessibility

and giving our enthusiasm a mid-campaign jolt.That said, the economy in this game is just a baffling mix of contradictory pricing and reward. In some ways that can be played as reinforcing the world's tremendous wealth disparity, but on the other, some things are just absurdly cheap and others equally absurdly expensive. In the end, we relied on pricing from a generic Science Fiction supplement for Savage Worlds and our GM's handing out of in-game resources as often as we did this book because otherwise our characters would never have had any of the fun toys. In that respect, the game's equipment lists can be a detriment to play. As a player and GM, I prefer to focus on elements that support play. There may be other groups who find the game's economics a better fit for their group or their story, but for me it was more a source of distraction and anxiety than of fun.

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