

# **Family Ties**

**A Three-Round Shadowrun 3<sup>rd</sup> Edition Virtual  
Seattle Adventure**

**Round 1: What Could Be Simpler?**

**By Scott Spencer, T.J. Lucas &  
Jason I. Gonding**

Easy street here you come! A Mr. Johnson has a cake job for high nuyen. Today is your day.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Adventure Summary and Background

This module is the first of three modules written for the Weekend in Seattle events. It is designed for a group of three to six players using characters generated under

the Virtual Seattle guidelines or the pre-generated "Primed Runner" characters in Polyhedron 107. At least one mage or shaman is recommended for this adventure.

This scenario is organized into six scenes and introduction an optional section titled "Legwork," where runners can use their contact and investigation skills to pick up additional information, and a conclusion called "Picking up the Pieces." Karma refreshes after each section. Each scene of the module is broken down into sub-sections; "Tell it to them Straight," "Biz," and "Details." "Tell it to them Straight" contains information that the GM reads to the players when they first engage in an encounter. The "Biz" section contains all the information characters can learn by using skills or by poking around. "Details" contain background information for the GM to use when running the encounter.

### Housekeeping

Before play begins all players must deduct one month's lifestyle Nuyen from their liquid cash, unless they have purchased a Permanent Lifestyle. What if they do not have enough? Tough! They were warned in the character generation rules; they must buy a lower lifestyle or live on the streets. And the streets ain't a nice place chummer. Maybe they will learn from their mistake, if they live.

For each Initiation at the table, roll 1d6 with a target of 10 – the initiate grade. If you roll over the number it means that a particular megacorp has noticed the initiate. They can take steps to deal with him or her. This roll is open-ended.

Team Karma Pool is equal to the number of players at the table.

### Adventure Summary

This module is fairly short and straightforward, of course player foibles will easily consume the 4-hour time block.

**A note to the GM:** *This module is very nasty. The GM has Carte Blanche at their disposal to frag the players. It is imperative to the story line that the players are caught—they do not pass go, they do not collect 200 Nuyen. I know that this seems a little rough, but not every run can be a cakewalk.*

The runners are contacted by Claudia Tyger to meet a Johnson. The Johnson offers 25,000n¥ to infuriate a simsense corp and retrieve datafiles concerning Project Flashfire, a new simsense protocol that is supposed to halve the reaction time of deckers in the Matrix. The Johnson will provide a brief layout of the facility as well as a way to get into the facility. Shouldn't be a prob. Right?

What the runners fail to realize is that the Johnson is actually working with the corp. in question. His job is to find, to suckers—volunteers in corp official jargon—to test the security of the facility. The runners will be "let" into the facility and all hell will break loose when the defenses come on line. At this point the runners will be bagged and tagged.

## Scene 1: Intro

### Tell it to them straight

*It looks like it is going to be a promising night. Everything is going according to schedule. Your chummers are in position, the Dragon has been fragged, and Mr. Johnson is throwing nuyen at you. All of a sudden the telecom screams and you wake up out of what was sure to be a deep and pleasant sleep. As you glare at the clock reading 0245 “Hoi, chummer! Did I wake the poor baby?” A deeply sarcastic, yet appealingly familiar voice says. You instantly recognize it as either Claudia or your mother, and your mother no longer talks to you. “Up and at `em, I got a job for you. A Mr. Johnson wants to meet you in an hour to discuss terms for a datasteal. The details I got were sketchy, but apparently it involves...physical penetration.*

*“The Mr. Johnson wants to meet you at Murphy’s Law on the corner of Cedar and Western, Downtown. The Mr. Johnson pays 1,000n¥ just for showing up.”*

### Biz

There really is not much to do just show up and meet the Johnson. If Claudia is pressed for low downs on the contact she will tell the runners that all she knows is that the Johnson works for Mitsuhama. For some reason e is press for time on a particular project and is offering a considerable amount of nuyen.

### Details

There is not much to go wrong here, unless the runners decide not to show up. If that happens bring the wrath of Claudia down on their heads.

## Scene 2: Is There a Banana in the House?

### Tell it to them straight

*You are able to find Murphy’s Law without much of a problem. However you have a hard time believing that an upscale Johnson wants to meet in a dive like this. There are a few cars in the parking lot, but it is no where near capacity. Loud music spills onto the street—is that honky-tonk their playing?*

*As you enter the bar, the dinginess on the outside is only outdone by the interior. There are a few customers sitting at the bar and one sitting with his back to the door. Your contact is not hard to miss; he is the only person in the place wearing a suit—a bright yellow suit at that. He is also digging into the biggest pizza you have ever seen.*

*The Mr. Johnson beckons you over to the large booth he has acquired in the back corner. As you slide in. The waitress brings everyone a mug of a*

*dark foamy liquid, with the bubbles falling down and another pizza. It smells heavenly.*

*“Good evening, I am “Mr. Johnson.” It is good to know that Claudia can work on such short notice. Have some pizza, best in the Sprawl. I have a job for you if you are interested, it pays 25,000n¥.” With that Mr. Johnson plunks a large white noise generator on the table and activates it. He hands the closest player a credstick with 1,000n¥ per runner. “That is the balance of the late fee that Claudia asked me to pay. “*

*“The Cygnis Group, a sub-sub-subsubsidiary of Yamatetsu, is nearing completion of their new R&D facility. I want you to break into it and steal the datafiles on Project: Flashfire. It is something that they have been working on to double the reaction speeds of deckers in the Matrix. My contacts tell me that the project was downloaded to a special computer they keep in the research vault that has no outside connections to the Matrix. This is where you come in. The reason I needed you immediately is that the facility is scheduled to go online in 24 hours, that means their state of the art security systems will go on line as well. My contact has provided me with maps and access codes that will be changed in the next 24 hours as well. So as you can see time is critical. Will you do it?”*

Only after all negotiation is completed and all the runners have agreed to take the job will Mr. Johnson divulge the location of the facility and the maps. All of this information is on a chip that he hands the nearest player.

Once a deal has been struck, Mr. Johnson will have his pizza boxed up and will leave the dive.

### Biz

Mr. Johnson is quite willing to negotiate; He has an Intelligence of 5 and a Negotiation of 6. Every net success the negotiator generates will add 500n¥ to the payment up to 30,000n¥.

If the players astrally assense the Mr. Johnson, they will find that he is mundane, but has several spells anchored to him from another source. If the players assense the spells (Perception TN 6) they will find that he is covered by powerful protection spells of an undetermined nature.

### Details

Use the small restaurant archetype out of Sprawl Sites.

**The Chip:** The chip holds the following information:

- The location of the facility is in Everett, specifically built in the new Greenpeace Industrial Park. Near the Dockyard
- Partial Maps of the facility (inside only) (Player Handout 1)
- A copy of a security memo (Player Handout 2)
- A copy of the access codes for the next 24 hours (Player Handout 3)

- A LTG Number (NOTE: This LTG number works for the next 24 hours and is non-traceable)

**The Map:** The map looks like a partial copy of a blueprint. It has notes typed in the margin. (See player handout 1). The most important feature seems to be a note about a faulty security door on the West Side of the building.

Again, there is not a whole lot that can go wrong here. The Mr. Johnson wants to hire the runners quickly and is willing to pay top nuyen to do it. Of course, he is eager to test the new security systems as well. If the runners decide not to play ball, the Johnson will desperately offer up to 100,000n¥ each. He will only pay one-quarter of this up front. If this does happen, the runners will live to regret it.

If the PCs decides to rough up the Johnson, two of the patrons at the bar will draw down on the PCs with Ingram Supermachs and cover Mr. Johnson's escape. A third patron will began casting spells. All three are bodyguards that Mr. Johnson thought he would not need.

## Scene 3: Into the Pumpkin Patch

### Tell It To Them Straight

**Note:** *This next scene occurs 15 minutes after Mr. Johnson leaves.*

After the Johnson leaves, taking all three of the other patrons (bodyguards?) with him, the players are left alone in Murphy's Law (not counting the waitress and bartender).

*The waitress comes over and says, "Evening, I'm your hostess Wanda—you folks need anything else? Banana-guy rented the place 'til 5:30, so you've got the place to yourselves until then."*

*She'll take the PC's orders and leave them be.*

*An ear-shattering alarm suddenly erupts from the parking lot outside, drowning out the Irish honky-tonk being piped in through the speakers. (Players with enhanced hearing will also hear screams and laughter.)*

*If the players ignore the alarm it will cut-off in 10 minutes.*

*If they go outside to investigate:*

*As you step outside a bizarre sight greets you. A group of gangers (10) dressed in orange and black with face painted to look like jack-o-lanterns, have 3 wage-slaves bound and are hosting them to a deadly game where they throw them at different vehicles—thus setting off the vehicles security. Down the block you see the charred remains of one of the game's losers. Unsecured vehicles are also receiving a new paint job courtesy of the gangers.*

*The gangers look at you, sizing you up. "Wadda ya want, meat?" says what has to be the lead ganger, as he pitches the wage slave he is holding against an Eurocar Westwind. The security system wails and the Azzie fries as 10,000 volts course through him. He drops like a rock. "The way I see it you have three choices, we can tussle, you can join in the fun, or you can walk away. What's it gonna be meat?"*

### Biz

Have the players make Etiquette – Street (TN3) or Gang ID skill check (TN2) to id the gangers as Halloweeners. They can also make an Etiquette-Corp (TN9) to id the wage-slaves as employees of Aztechnology.

### Details

If the runners decide to take on the Halloweeners, their stats are in the cast of characters. They will fight until it is no longer any fun (i.e. - when they drop to five or less in number). Another consideration is that all of this noise has alerted Lonestar and they are already en route to the scene. (4 combat turns) They will respond with a Fast Response Team in an Ares City Master.

Give the runners time to finish their legwork. If they want to recon the facility, go on to the next section. If they want to assault the facility Go to Scene Five.

## Scene 4: Under the Looking Glass

### Tell it to them straight

*The drive to scenic Everett takes an hour and getting to the facility takes another 15 minutes. The Greenpeace Industrial Park is located less than a mile from the Everett dockyard. There are several other facilities under construction, their skeletal frames reaching up to the predawn sky. The Cygnis Group facility is the only one that seems to be free of the cranes and clutter that goes along with new construction. Dawn is less than 2 hours away.*

*The facility looks like it has a fairly standard set up on the outside—an outside cyclone fence 3.2 meters tall and an inner cyclone fence only 3 meters tall. Both fences are topped with monowire and there is a gap about two meters and a half wide separating the two. Each fence has a gate set in it. Between the two gates is a large console with electronics set into it. On the other side of the fences, off to the side of the road, is a small duracrete bunker. Cameras top the fence posts around the gates. The road extends another 50 meters to a large building with a parking lot in front. A loading dock juts out of one side. The grounds are sparsely wooded with rolling hills, and sport a small lake. Around the lake you see a large flock of white birds, you assume to be geese. The whole*

area has a distinctly purposeful look to the landscaping.

If the runners spend more than 40 minutes watching the facility they will note that a patrol moves past the front gate more or less every 20 minutes.

### **On the Astral Plane:**

*As the world fades out and you leave your body, the glory of astral space fills your senses. Zipping up to the building to start your astral recognizance. The building has a very faint aura in astral space, probably because it is so new. There are no elementals, spirits, or watchers on the outside of the building.*

*If the mage penetrates the building: As you merge through the walls, you find yourself a maze of corridors, although you see very little in the way of astral signatures. As you make your way closer to the target area, the human presence seems to increase.*

### **Biz**

It looks like the Johnson was right; they have not brought the security systems on line yet. The guard presence is minimal.

If a mage assesses (TN 4) the whole area

1 success –all seems normal

2 or more successes – mage determines that some of the trees have no aura, in fact they are technological in nature.

### **Details**

The corp is doing their best to make everything looks inviting, but not too easy. They know how paranoid runners can be. There is not much to go wrong here. Of course all hell is about to break loose. Allow the players to plan, but keep the pressure on by keeping an eye on the time.

## **Scene 5: Something about books and covers**

### **Tell it to them straight**

*You cruise back to Greenpeace Industrial Park, which it seems that you just left. If all goes well you will be in and out before anyone knows you were there. As you watch the place one more time, you see the mobile patrol pass by on their sweep. There is something moving in the run between the fences. It looks like Yamatetsu has sent over the para-animals.*

### **Biz**

A successful Parazoology test (TN5) will tell the runner that there are three Hellhounds.

### **Details**

Getting into the facility won't be too difficult, but it won't be easy either. The hardest part will be getting past the Hellhounds. The glitch in the security door is real and will let them in. There are also the geese to get by, but as long as they avoid the pond, it should not be too difficult.

Once they get inside, it is likely that they will go for the security station. This is protected with a Barrier Rating 16 blast door, protected with a maglock rating 10. An Electronics (TN10) test will override it. Inside are two goons, in light security armor watching a bank of monitors. There is a rack of H&K 227's on the wall. Tampering with either the maglock or the computers in the security station will alert Security in the control room in the sub-basement, where the security rigger will take over. The guards also have heart monitors built into their armor. If their pulse changes abruptly or stops, the Security Rigger will be alerted.

If the runners decide to bypass the security sub-station, they can get straight to the vault without too much trouble. Have them make Stealth checks every so often they each need (2) successes at (TN6) to keep the random guards from finding them. If they fail, a random patrol of goons in light security armor armed with H&K 227's. Their orders are to shoot first and keep shooting. Of course gunfire will alert security and that is a *bad thing*. When security is alerted, the hallway will be sealed off and Gamma Scopolamine will be pumped in. If the runners are still up, Svetlana will cast Mass Agony through the fiber optic link and have them make another body check.

Once the inevitable happens read the following:

*As chaos erupts around you, the world starts to fade to black. The last thing you think is damn, we've been set up.*

## **Scene 6: Wakie Wakie**

### **Tell it to them straight**

*As you struggle up from the depths of blackness, a familiar voice assaults your ears.*

*"Ah it is about time you woke up. Please help yourself to some refreshment."*

*Sitting in an easy chair behind a massive oak desk you see a familiar face, that of Mr. Johnson, resplendent in his yellow suit. He gestures over to a small table set up with a coffee urn, and a sizable buffet of eggs, bacon, sausage, muffins, and other breakfast foods. (all soy, but quite good quality).*

*"I'm sure you're quite hungry after your ordeal," he says in a slightly mocking tone.*

*Your attention however, is not on the food but rather the six security guards in full security armor. There is also a strange looking woman in gray fur standing behind Mr. Johnson, grinning at you and swishing her tail back in forth like a cat watching a mouse just before the pounce.*

***“As I am sure you have realized by now, there was no datafile, we just need runners of your caliber to test our security systems. Well done, I must say. We had assumed you would have been caught much sooner than you were. Here is your payment, and a small bonus for showing us how easily that faulty security door could be exploited. Now I suggest you forget you were ever here and leave.”***  
***With that you are escorted out.***

## **Biz**

Not much here, the runners get their payment (whatever they negotiated) and a 10,000n¥ bonus. They leave with any gear they came in with. Of course, all their guns have had the bullets removed as a safety precaution. Also while they were out, they had ritual samples harvested and were then magically healed. No need to tell them, it will ruin the surprise in the second module.

## **Details**

About the only thing that can go wrong here is if the runners decide to attack Mr. Johnson. That would fall under the category of *bad things*. If they are suicidal, Svetlana will be the first to react, The goons will be next, and woe is to anyone that tries to dissuade them from this task.

# **Picking up the pieces**

The players will receive the following Karma awards:

Surviving: 3  
Helping the wage slaves: 2  
Helping the Halloweeners -1

The GM can dispense individual karma for role-playing at his or her discretion.  
The maximum Karma allotment is 12 for this adventure.

**Note:** If the players fought the Halloweeners and some of the gangers survived, give them the flaw Enemy: Halloweeners at 1. This flaw is uncompensated by edges.

## **Contacts**

If the players helped the Halloweeners, they get Goblin, a sub-Lt. in the gang as a level1 contact.

## **Other Notes**

If an initiate was taken notice of at the beginning of the game, then they will receive a chip with a lucrative job offer. If the character(s) accept the job they will of course have to retire from the shadows.

## Appendix 1: NPCS

### Svetlana – Cat Shaman

Bod	5
Qui	6(8)
Str	4
Cha	6
Int	5
Wil	6
Rea	5(7)
Init	5(7)+1(4d6)
Essence Index	8.02
Bio Index	2
Magic	11(9)
Combat Pool	9
Spell Pool	6
Astral Combat Pool	8
Karma Pool	Special

**Skills:** Athletics 8, Cyber Implant Weaponry 6, Grenade 6, Sorcery 9, Conjuring 9, Stealth 7, Etiquette (Vory V Zakone) 4(6), Interrogation 5, Aura Reading 6, Pistols 4, Megacorp Policies 3, Criminal Org. (Vory V Zakone) 4(6), Smuggling Routes (Vladivostok) 4(6), Smuggling Routes (Seattle) 3(5), Sorcery (BG) 6, Conjuring (BG) 6, Russian 6, English (City Speak) 3(5).

**Spells:** Mind Probe 6, *Improved Invisibility* 7, *Stealth* 7, Detect Enemies 5, Stun Bolt 6, Mana Bolt 6, Treat 6, *Mass Agony* 5, *Chaotic World* 5, *Flash* 5, *Physical Mask* 6, Influence 6, Increased Reflexes (+3) 4, Physical Barrier 6.

**Metamagical Abilities:** Masking, Anchoring, Shielding, and Reflecting.

**Cyberware:** Balance Tail (Betaware), Cybereyes (Thermo, Low Light, Flare Comp, Optical Mag 3) (Betaware), Cyberears (Spatial Recognizer, High Freq Hearing, Dampner, Balance Aug, Hearing Amp) (Betaware), Retractable Improved Climbing Claws.

**Bioware:** Orthoskin 1, Hair Growth (Short Gray Fur), Enhanced Articulation, Muscle Toner 2.

**Gear:** Anchoring Focus level 7 – Stealth, Anchoring Focus level 7 – Improved Invisibility, Anchoring Focus level 4 – Increased Reflexes +3, Dual-charge FAB2/IR Smoke grenades (Block all LOS, including Thermographic and Astral Perception).

**Notes:** Svetlana is a Cat Shaman working on contract for Yamatetsu. She is in fact one of the Lieutenants of Sergei Byelmodin and is working for Yamatetsu as a gesture of good will. Like all Cat Shamans, she likes to play with her prey. As such, she will opt to use her less powerful spells against the players until she is successfully wounded - after that the gloves come off. She will continue to attack the players until it becomes

apparent that they will kill or incapacitate her. She will then use her dual-charge grenades and anchored spells to make a retreat undetected.

### Yamatetsu Security Guard (Human)

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

**Skills:** SMG 6, Pistol 6, and Unarmed Combat 6

**Cyberware:** Wired Reflexes 2, Cybereyes (Thermographic, Low Light, Flare Comp), Smartlink

**Bioware:** Muscle Toner 2, Muscle Augmentation 2, Enhanced Articulation

**Gear:** HK-227S w/ 3 clips of APDS ammo, Ruger Thunderbolt w/ 3 clips of APDS ammo, light security armor with helmet (7/6), BattleTac receiver unit

### Yamatetsu Security Guard (Troll)

Bod	11(12)
Qui	4(6)
Str	10
Cha	2
Int	3
Wil	4
Rea	4(9)
Init	4(9)+1(3d6)
Essence Index	5.3
Body Index	2.0
Combat Pool	6
Karma Pool	3

**Skills:** Heavy Weapons 6, Armed Combat 6.

**Cyberware:** Wired Reflexes 2, Cybereyes (Thermo, Low Light, Flare Comp), Smartlink II.

**Bioware:** Muscle Toner 2, Enhanced Articulation, and Pain Editor.

**Gear:** Ares HV MP-LMG, Wallacher combat axe, light security armor (6/4), and BattleTac receiver unit.

## Yamatetsu Security Rigger (Dwarf)

Bod	6	
Qui	4	
Str	6	
Cha	2	
Int	5(7)	
Wil	7	
Rea	5	
Init	5+1d6	
Rigged Init		9+3d6
Essence Index		3.8
Body Index		.8
Combat Pool		6
Control Pool		9
Task Pool		3
Karma Pool		3

**Skills:** Small Unit Tactics 8, Leadership 6, and Pistol 3.

**Cyberware:** VCR 2 (Beta), Encephalon 2 (Beta), Tactical Computer w/ BattleTac Modification, 300 Mp of headware memory.

**Gear:** Walther PB-120



## **Appendix 2 – Legwork**

Unless otherwise noted all target numbers are (4). Listed below each item are types of contacts best suited to know this type of information. This list is far from extensive, so use your best judgement.

### **Yamatetsu Facility**

Any corp, Mr. Johnson, Fixer

1 Success – Yea, Yamawhosit, they are building a new facility out in the boonies ripe for the picking.

2 Successes – Watch out for the paranormal animals, they use ‘em outside and in.

3 Successes – All I know is that they are importing a lot of their guard force, Russian I think.

### **Mr. Johnson**

TN 6 from description only, Target 4 with photo.

Corp, Mr. Johnson, Fixer

1 Success – Yea I heard of him. Can’t tell you much other than he has a solid Rep.

2 Successes – Yeah, crazy fashion sense. Always wears yellow. He’s a high roller though.

3 Successes – His first loyalty is to his corp, he will frag you if it is in the Corp’s best interest.

### **The Cygnis Group**

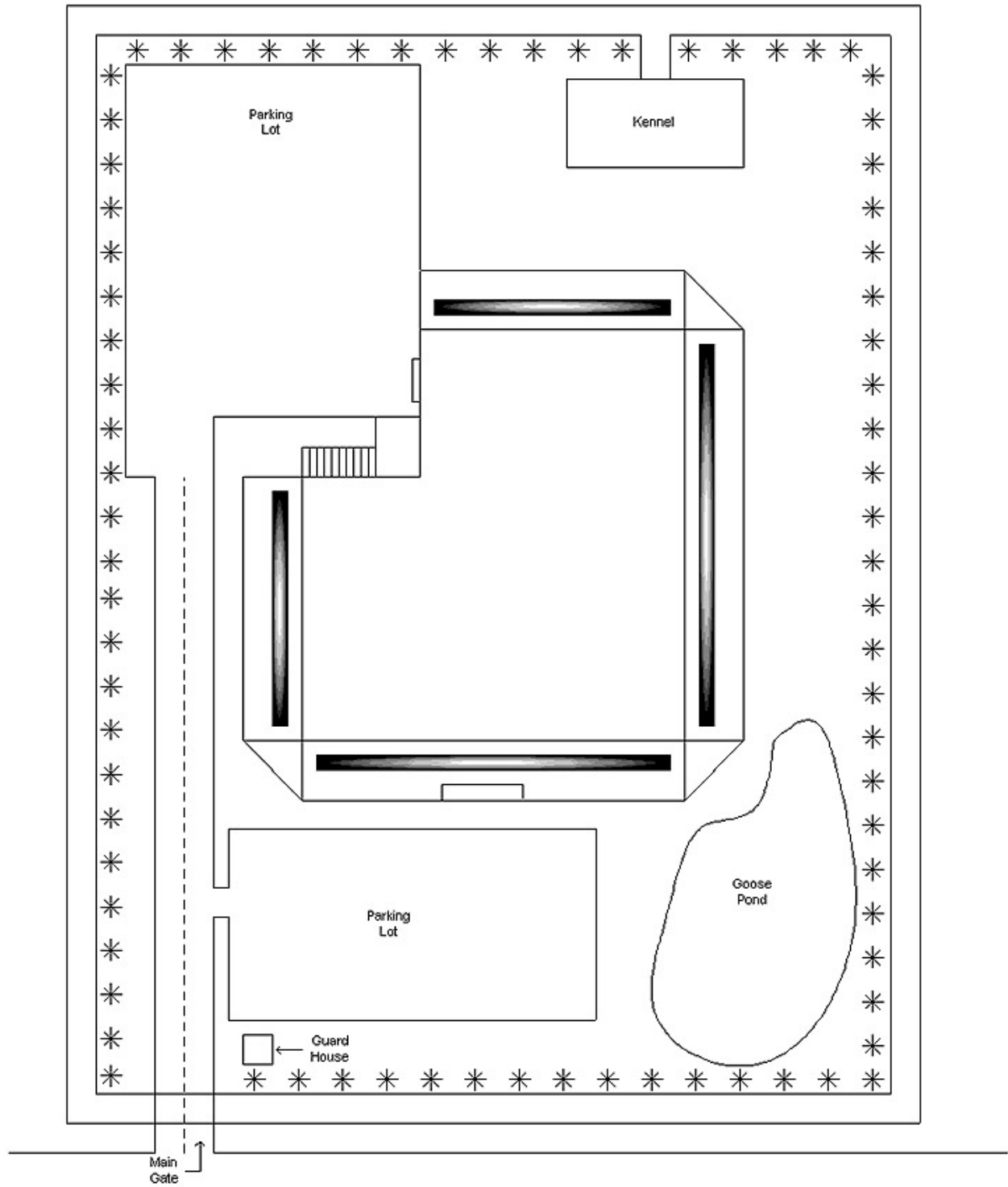
Fixer, Corp, Mr. Johnson, Shadowland

1 success - Yea chummer some kind of brain trust is what I heard. They study astronomy or sumthin.

2 successes – I know that they are a loose group of R&D facilities that contract out to the big boys.

3 successes – Nothin but a shell company for Yamatetsu.

# Facility Exterior

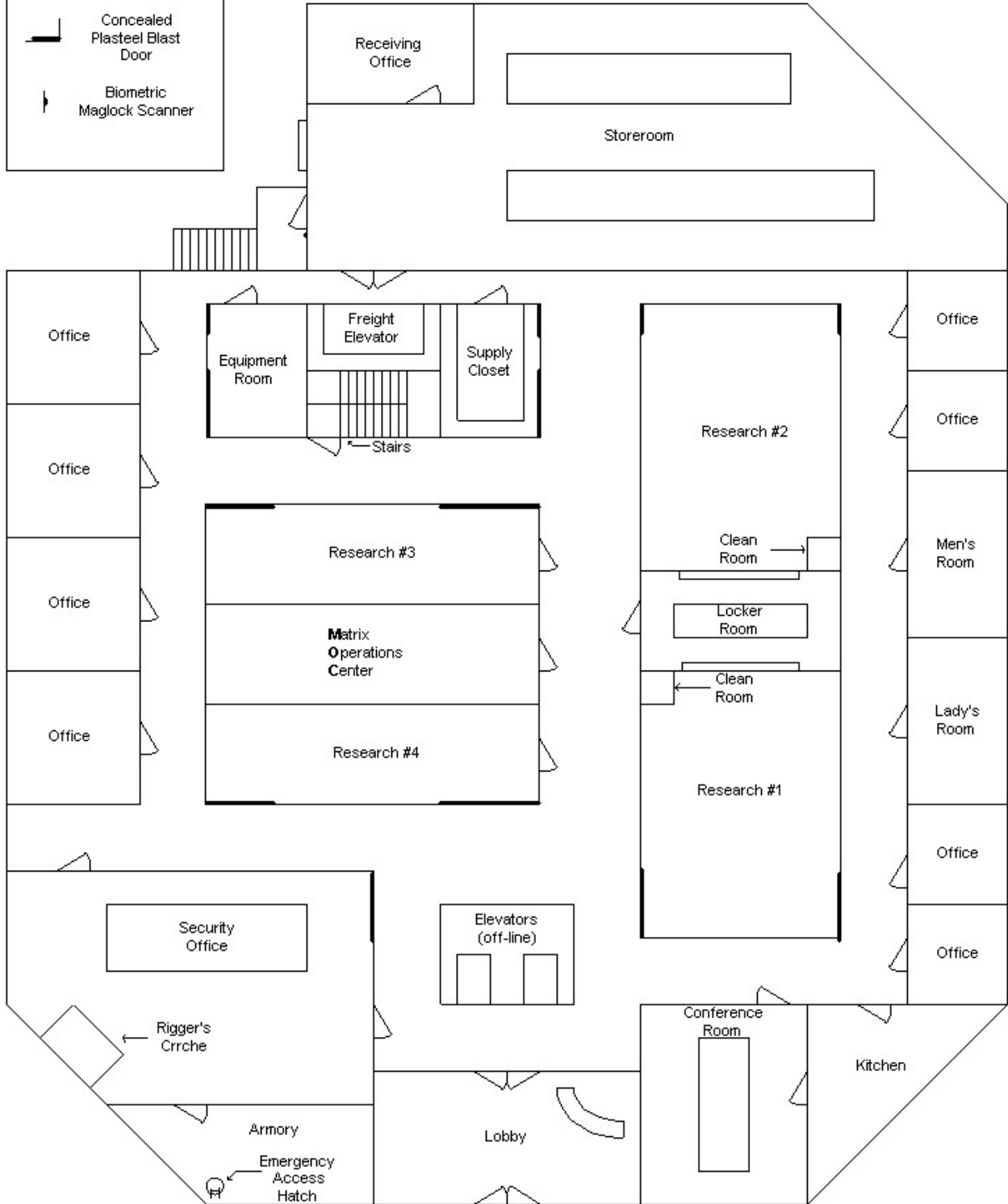


# First Floor

GM's Copy

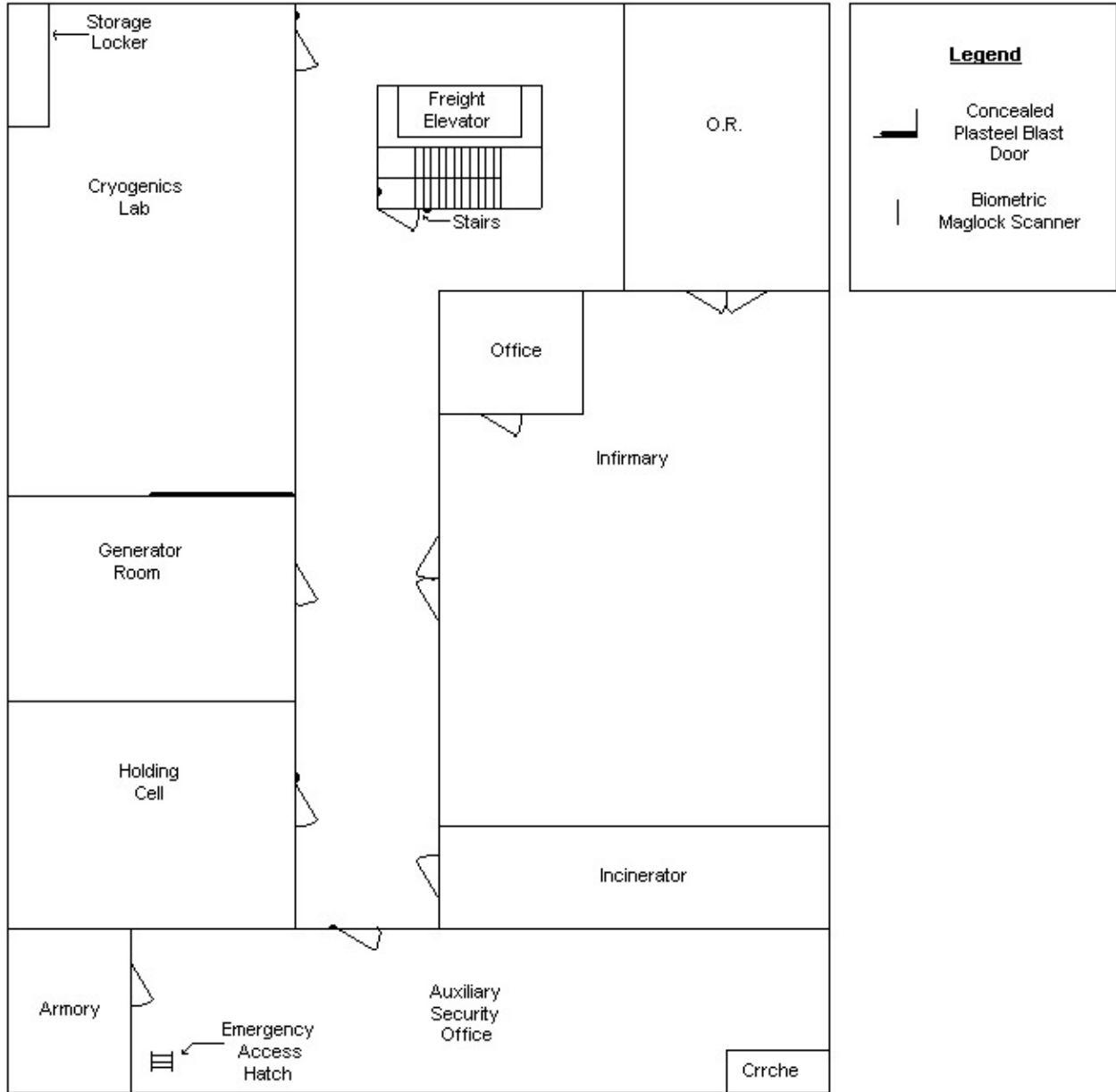
**Legend**

- Concealed Plasteel Blast Door
- Biometric Maglock Scanner

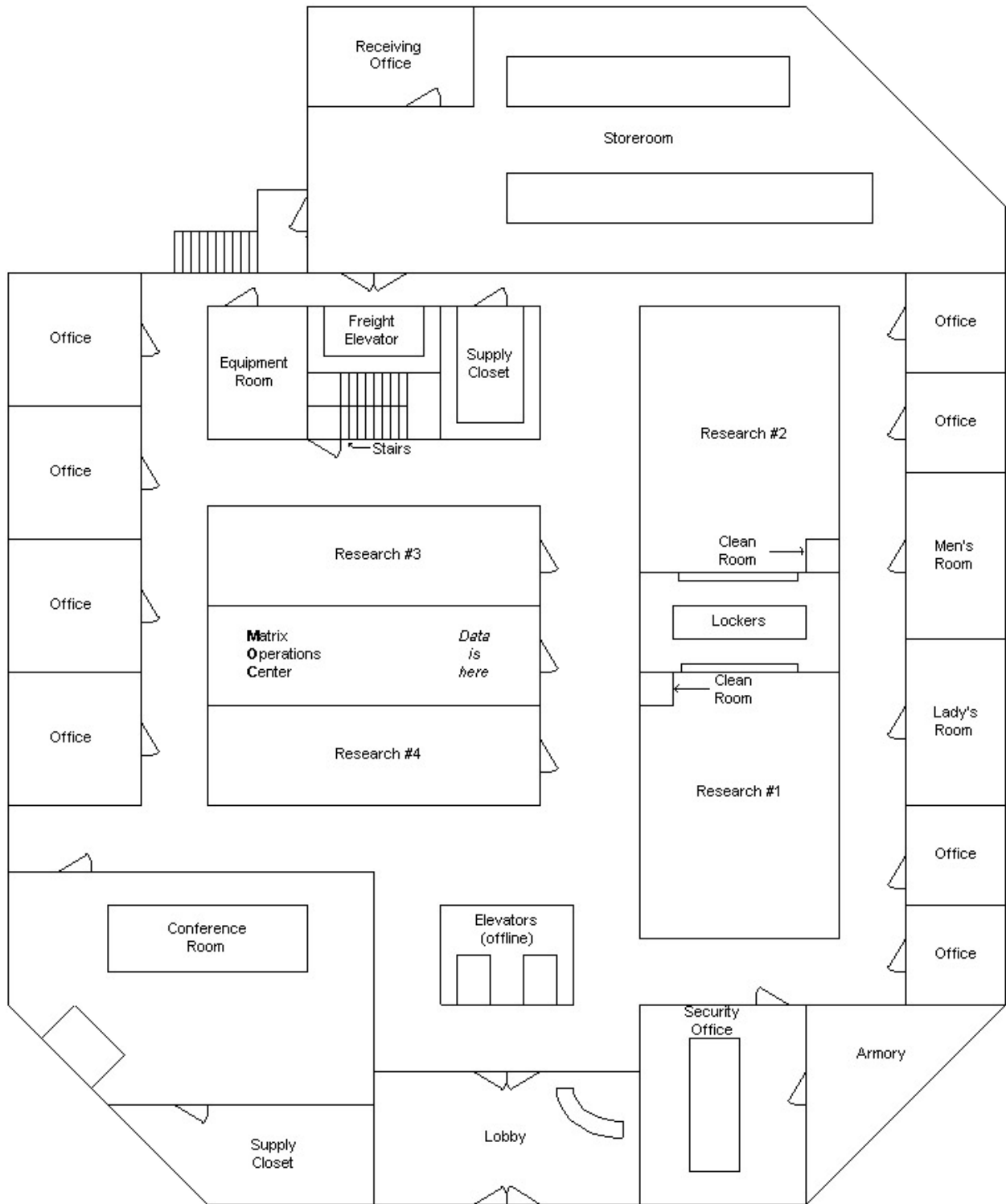


# Sublevel One

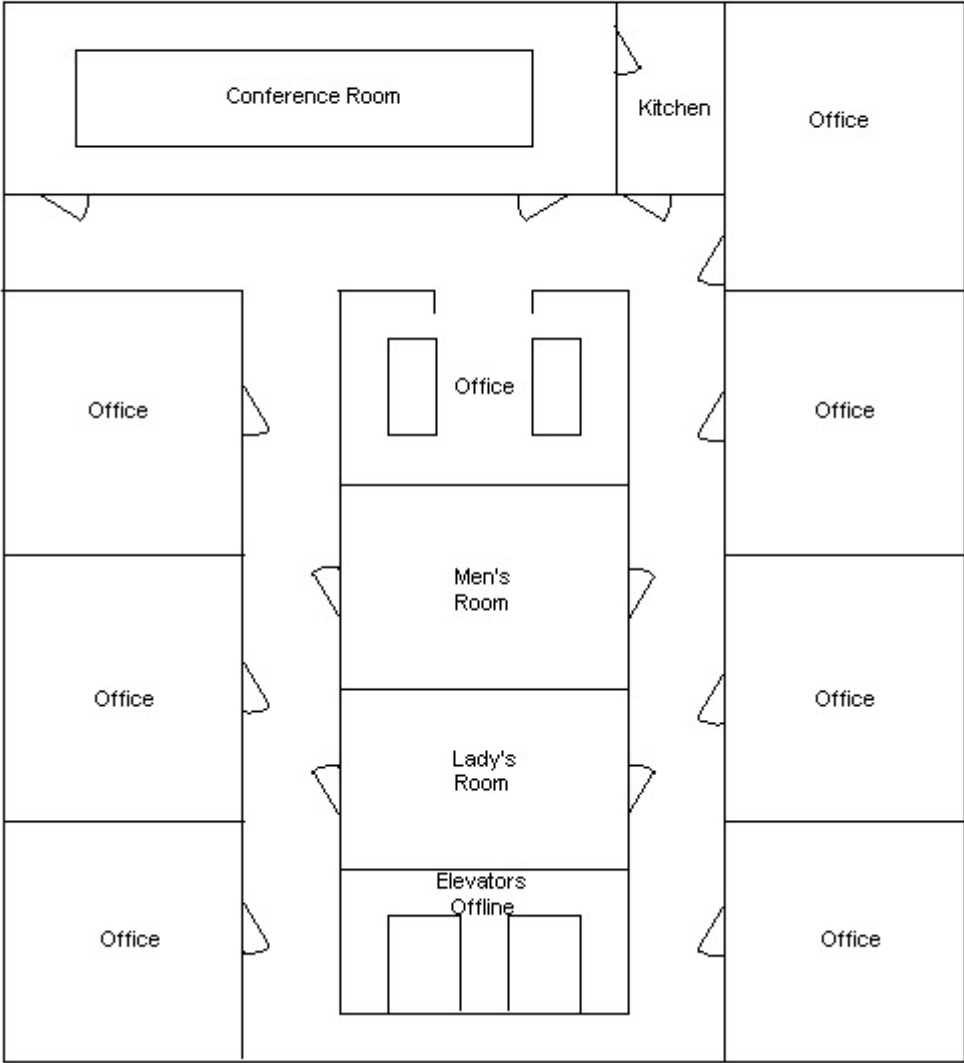
GM's Copy



# First Floor



**Second Floor**



**Player handout #2**

Security Memo 34-494-c

From: Detritus Cleaver, Division of Construction, 45004030

To: All personnel Crimson Clearance or Higher.

RE: Possible security Problem

To all concerned,

The security diagnostic found a faulty input device on the west personal entrance. The parts are enroute the problem will be corrected before the facility is fully operational.

### **Player Handout 3**

To all security personnel, The security codes until the next shift change, will be set at pattern beta 5.

Due to a computer slowdown, we were unable to translate the Cyrillic manual for the newcomers. This is the only time you will see the codes printed out. Memorize them and erase this message. Anyone caught leaking this information will be prosecuted to the fullest extent of corporate law, which is not as lenient as Russian law. See Yamatetsu penal code 3434-343-3-g.

B534039232c  
B5484843dff  
B530420398q7