

Blade Runner – Electric Dreams

Session 02 13-11-25

Next Session 20-11-25 19.00

DAY 1 - MORNING SHIFT continued

All Blade Runners uploaded their evidence to date to the LAPD mainframe.

At LAPD HQ Percival books a session in the systems enquiry suite to allow him to interrogate both the LAPD Mainframe and the Esper wall. A suite will be available for his use during the afternoon shift.

The Snake Pit Nightclub - Novak and Bakker

Handing over the bullet he retrieved from the shattered mirror; Novak asks the scene of crime officer to have someone take it urgently to LAPD HQ crime lab for analysis. Using his KIA, he informs Percival to expect the evidence to be analysed during this morning's shift.

Novak briefly reviews Styles' witness account of the incident, thanking him for his cooperation, then turning his attention to Taffey Lewis, the owner of the club. Over Taffey's complaints about the police investigation keeping his club closed, Novak demands to talk to the dancer and reluctantly Lewis agrees, leading Novak and Bakker to the dressing rooms and the Nexus-9 dancer, Iris. They find the still tearful dancer removing her glitter makeup while smoking incessantly.

Iris gives her witness account, explaining that while performing on the stage one can't see detail beyond shadows due to the stage lights. Bakker sympathises with the distraught dancer as she recounts the incident. Her account seems to agree with Styles' but Novak's insight allows him to perceive that she's not telling him everything. He presses her for more information as Bakker firmly sympathises with the dancer's plight. With this encouragement, Iris expands her account to describe a tall bald man who was firmly intervening, apparently on her behalf, "fighting them," she adds. Bakker asks, "Styles?" and Iris replies, "is that his name?"

Novak and Bakker decide they would like a further word with Styles so Bakker returns to the club's main floor to collect him but the tall pale man is not there.

Shown a picture of Styles, Iris confirms he was the man. "He was helping me, and then... that gunshot."

Over at headquarters Percival notes the arrival of the bullet evidence and Coco reports that it is a Blade Runner calibre and type.

DAY 1 - AFTERNOON SHIFT

LAPD HQ Systems Enquiry Suite - Percival

Percival settles himself into the comfortable chair in one of the Systems Enquiry Suites. Consulting the shared case notes on his KIA device he begins his session with the LAPD mainframe.

He retrieves all data concerning Blade Runner officers Leah and Sandor.

Leah's performance report reveals she had previously failed two baseline tests and subsequently been suspended and recalibrated. It also shows that Sandor had reported Leah for using excessive force during their investigations on multiple occasions, which is what probably led to her suspension.

Checking for Esper surveillance footage outside the Snake Pit club at the time of the incident, he notices a figure leave the club, dashing across the road to enter a taxi. Zooming and enhancing the image Percival zeroes in on the taxi and confirms with a high likelihood that it's Leah and he can also clearly see the licence plate of the taxi.

He retrieves the file on Styles, discovering that the tall pale man is actually a Nexus-8 replicant and therefore illegal and to be apprehended and brought into LAPD HQ. He quickly sends a notification to the rest of the team to warn them that a combat model Nexus-8 is involved.

Following up from a newspaper article and the information they have regarding Leah's memory design; Percival runs a check on Lilith Tyrell...

Niece of Eldon Tyrell.

Inherited Tyrell Corp in 2019.

Attacked by rogue Nexus-8 Replicants in 2022.

Disappeared after Tyrell Corp bankruptcy in 2023.

Founded Lilith Labs in 2036.

Patting himself on the back Percival updates the shared information and pushes it to the rest of team.

Taxi service - Bakker

Bakker strides into the dingy Taxi office, brandishing her badge at a woman with headphones shouting into a microphone. The woman notices Bakker and asks what she wants. She seems very busy shouting down the microphone, "leave me alone I'm talking to the police," finally muting the comms system and looking grumpily at Bakker. "What's this about then?"

Bakker explains they are tracing a cab with this number. The woman checks the number against her computer and explains it is Earl's cab. Bakker asks to speak to Earl so the dispatcher patches her through to his cab.

Earl growls back down the communicator. He tells Bakker he picked up a very upset young woman with a gun from the cab stop outside The Snake Pit. He was really scared so he just drove her where she wanted to go, Animoid Row. She then left and disappeared in the crowds. Asked about which direction she disappeared he replies, "Lady, she was waving a gun around and she was in hysterical tears, so I wasn't watching which way she went, I was just glad to be driving away alive."

Satisfied with the account, Bakker files the data in her KIA and shares it with the team.

The Lilith Memory Lab - Fenna

Fenna takes her spinner to the sector 4 industrial area. As it descends, she observes the area is populated by warehousing and abandoned business buildings and rather quiet for a city sector. She locates the domed memory lab building and approaches, noting an optical scanner on the reinforced glass doors. Peering through she notices a man rising from behind the reception desk who buzzes her inside, introducing himself as Terry, Dr Tyrell's assistant. Fenna notes that Terry bears a precise resemblance to Dr Eldon Tyrell, Lilith Tyrell's uncle so therefore he must be a replicant based on her late uncle's template.

Fenna shows her badge and enquires after Lilith Tyrell. Terry checks his computer and finding that Lilith is available for an interview, leads Fenna to the memory lab. He shows her into a large domed chamber that resembles a planetarium, before leaving and closing the doors behind him.

The centre of the domed area is occupied by two children playing, drawing pictures on the floor until with a soft shimmer of light they disappear as Lilith Tyrell emerges from the shadows, removing an electronic contraption from her head as she approaches and greets the Blade Runner, gesturing to two comfortable chairs.

Fenna thanks her and enquires about a Nexus-9 replicant involved in an incident earlier today by the name of LH3-7.93 Leah, apparently she has had some memory problems which might have caused unusual behaviour. Lilith says she's not up to date with Wallace Corp operations, "I create memories for replicants, I'm not involved in field support for Wallace. The Lilith Memory Lab is a subcontractor," she explains.

Fenna manipulates the conversation, steering the subject towards implanted memories and notices that Lilith seems reluctant to discuss Leah's memory implants before admitting, "Yes, I did design her memories, just an unremarkable happy childhood background on an off-world colony, quite normal." Fenna continues to subtly exercise her persuasive abilities to guide Lilith toward any issues or incidents with earlier Nexus-9 models' memories.

Lilith says, "no incidents, they work very well, the memories I mean... after all, you would know wouldn't you, Fenna." Looking the Blade Runner in the eye, Lilith briefly and accurately describes a key memory that Fenna has had in her own past. With supreme self-control Fenna doesn't bat an eyelid at this, while simultaneously considering, if not directly cruel, how distant and dismissive this is, to say such a thing directly to a replicant without any warning. Before she can reply, the two women are interrupted by a little girl running up to them, asking Lilith, "do you want to play now mummy?" Lilith replies, "no dear, later, just go and play with your toys, we'll be leaving soon," and the little girl runs off to busy herself with some toys piled on a nearby chair.

Fenna finds herself surprised, for some reason that she cannot fully fathom, that Lilith has a daughter, but yet again her remarkable control gives nothing away, as she merely congratulates Lilith on her lovely daughter before continuing to press the memory designer on specific memories related to Leah. Lilith explains, "Leah was an early model... different approaches were tried to support mission conformance and I still think the method used for Leah's memories included a very effective way of controlling a replicant's behaviour, preventing a replicant straying from the comfortable path of safe compliance." And finally, guided skilfully by Fenna's carefully planted suggestions, Lilith offers to demonstrate.

As she dims the lights and operates a control console, Lilith tells Sarah to go outside and play with Terry and the little girl runs out with an armful of toys. Standing in the memory lab as the lights sparkle around her, Fenna is suddenly transported into another place...

You find yourself in a spacious hall. Golden sunlight beams in through a huge picture window, revealing a red sandy vista outside. Someone moves past you, a small dark-haired girl. "Mummy," she says. "You can't catch me." She runs off, giggling, disappearing into the deep shadows. A moment of stillness, of total bliss. Then, a sudden loud bang, shaking the ground, followed by sharp, rattling noises. An explosion. Gunfire. People screaming. But the gunfire continues. You run. Right toward the deadly danger. To your daughter. Rushing through halls bathed in the red light. Then you see them, masked men clad in black, guns raised. Then you see her. Lying on the floor, very still. Now it's your turn to scream. And just like that, the scene is gone, and you are back in the Memory Lab.

Mastering her inner shock at this awful imagery, Fenna asks Lilith what the purpose of this memory is. Lilith replies, "it's about keeping a replicant on mission and honest. As soon as a replicant with these types of implanted memories begins to stray or disobey, the memory will begin to occur, again and again with increasing severity until the replicant returns to compliance. It's a unique method for managing replicant behaviour via a deeply imprinted trauma. Morality has no role here, you wouldn't want that blaster in your holster to disobey you, would you? It's the same for replicants, they are just another machine that must operate correctly, that's all."

With the interview over, Fenna finds herself sitting very still in her Spinner for quite some time as she thinks of Lilith's admissions. Sighing deeply, she transmits her discoveries via KIA to the rest of the team as her Spinner ascends slowly into the dark, wet sky.

KILL Magazine - Novak

Novak enters the dingy offices of KILL Magazine and hearing conversation and laughter from the back office barges in, brandishing his badge and asking, "care to share the joke gentlemen?"

The three men in the office stop their conversation and look up from their computers. One of them, a greasy arrogant looking fellow enquires in mock politeness, as he lolls at his desk, "and whom might we be?"

Novak introduces himself and Jelle Schyler invites him to sit, "a nice little chat, eh? Johnson, get everything down, we'll print it tomorrow," and the other men guffaw at Schyler's razor-sharp wit.

Novak notices Schyler has a bruise over his eye and Schyler complains, "yeah, some fuckin' asshole." After a brief episode of posturing non-cooperation, Schyler relates his story from the Snake Pit. "We were in the club saying things how they are, and having a good time when this fuckin' skin job dancer starts onstage, posturing around in her oh-so-perfect manufactured body but they can't have real human dancers eh? Just these fuckin' perfect machines, it's a disgrace, fuckin' skin jobs!"

Novak nods encouragingly, doing his best to lead Schyler along. "Anyway, there we are, telling it how it is when that asshole rep lover Styles comes up and gets in my face, and smacks me one too." Novak says, "so you were punched and you tried to fight back?" but Schyler vehemently denies he fought, "I didn't hit back, I'm a peaceful citizen." "Yeah?" says Novak, "editor of a magazine called KILL?" With a patronising attitude Schyler explains it is satire and the detective wouldn't understand it. He again insists he didn't fight back and as Novak recalls Styles from their earlier conversation at the Snake Pit, he is minded to accept Schyler's story since Styles didn't have a mark on him.

Taking a risk, Novak tries to convince Schyler that he sympathises with his anti-replicant views, "look, I see this all the time as a human Blade Runner, I know how it is but I'm going to need the full story to take these dangerous replicants off the streets."

Schyler looks Novak in the eye and the detective can see his suspicion so he adds, "I was at Tyrell Corp back in the day on the fucked up stake-out before the reps hit, I was lucky to get out alive so I know what you're talking about. Tell me what happened and I'll bring them in," and Novak leans in smiling, "and you know what that means, don't you, so in the name of human justice, tell me." With the two cronies at the other desks almost applauding Novak's anti-rep human justice speech, and much to Novak's surprise, Schyler is convinced and re-tells his account of the events at The Snake Pit.

He had seen the pair earlier in the evening, the man and woman who intervened when Styles had hit him. "They smelt like cops, a man and a woman, sitting at the bar drinking tonic and not paying each other any attention, know what I mean. Anyway, when Styles assaulted me, they came over pretty fast and the man pulled his badge and weapon and declared Styles was under arrest. Then everything seemed to just go in slow motion as I saw the woman pulling her blaster, to cover Styles so I thought but she paused and turned her gun and shot the other cop right in the chest and then ran for the door!"

Accepting Schyler's story as, at least, truthful enough, Novak stands to leave. As he departs, Schyler calls after him, "keep those skin jobs under control, detective."