

PARANOIA™

PARANOIA

STUFF 2: THE GRAY SUBNETS



A catalog of treasonous
contraband fenced by

ERIC MINTON and the
TRAITOR RECYCLING
STUDIO

Original system design

DAN GELBER
GREG COSTIKYAN
ERIC GOLDBERG

PARANOIA rulebook
ALLEN VARNEY

PARANOIA™

STUFF 2: The Gray Subnets

Over 100 must-have items and services you can get terminated for owning or even knowing about

BY ERIC MINTON AND THE TRAITOR RECYCLING STUDIO

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Security Clearance RED

WARNING:

Knowledge or possession of this information by any citizen of Security Clearance INFRARED is treason—and, actually, that goes for all the other clearances too, now that we're thinking about it

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The Traitor Recycling Studio

Many talented Famous Game Designers helped create this STUFF book as part of an informal team called the **Traitor Recycling Studio**. Studio Traitors have written all the published **PARANOIA** supplements and missions to date, and are now writing new supplements and designing their own original games. Check out their games, their news and their skillful evasion of treason at

www.traitorrecycling.com

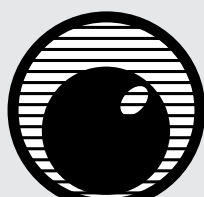
Play style icons

Each item in this book is suited to one or more of the three play styles presented in the **PARANOIA** rulebook. These icons indicate the style(s) where the item fits best. Of course, GMs can throw any item into any game. The GM is always right!



Classic

Fast-paced satiric slapstick; devices maybe make a nod toward scientific plausibility.



Straight

Tense suspense and fear in a scarily functional Alpha Complex; devices are often (if not always) plausible.



Zap

Frenzied firefights and hysterical gonzo action; devices would fit right into a Warner Brothers cartoon.

INTRODUCTION

Gray? What clearance is 'Gray'?

In Alpha Complex, The Computer's approved, omnipresent data network is called AlphaNet. Internal Security and CPU both monitor AlphaNet closely with data taps and all-pervasive Computer-approved rootkits and spyware. To escape continual surveillance, some traitorous citizens create private networks that use illegal (read: working) antivirus software, illegal (read: heavy) encryption and illegal (read: secure) servers. These independent private networks are the incredibly treasonous **Gray Subnets**, shadows of the official AlphaNet.

On these covert datanets, plucky citizens speak freely (under anonymous handles), think clearly (through the filters of their secret society propaganda) and buy illegal stuff. Faceless buyers connect with faceless sellers and arrange meetings or drop points. These are almost always in mutually convenient black markets—or, as they are widely known in Alpha Complex, **INFRARED (IR) Markets**.

This **PARANOIA** supplement, *STUFF 2: The Gray Subnets*, presents over 100 items and services available on illicit Gray Subnet sites and in IR Markets. Stuff is grouped in five categories, each offered on a different subnet:

- ④ **Militia Matters!:** This PURGE site sells unusual, unlabeled and experimental weapons and armor.
- ④ **the y3110wb0t list:** Run by Computer Phreaks, this long-lived and popular Gray Subnet deals in illicit data: blackmail material, maps, archives, all kinds of stuff you're not supposed to know. Oh, and

botspotting. It's a big hobbyist site for the hopeless ner—the *fine collectors* of bot sightings.

- ④ **Gray Subnet XL:** A clearinghouse (of mysterious provenance) for 'special' services and those who offer them.
- ④ **Third-I's Cerebral Alchemy Emporium:** A Mystics hangout that may outlast the current longevity record for Mystic sites, 38 hours. The site sells—this'll shock you, brace yourself—drugs.
- ④ **Fat Tony's Free Market:** A Free Enterprise joint wit' style and class, get me? Sells equipment, foods, weird Old Reckoning gear and other problematic junk.

'Clearance'?

Like other **PARANOIA** supplements, this book designates player material as RED Clearance, and Gamemaster-only text as ULTRAVIOLET. But don't get misled! In Alpha Complex, almost everything in this book is **drastically illegal at any clearance**. You can get brainscrubbed just for visiting these websites. Even though we call the player section RED, that doesn't mean your RED-Clearance Troubleshooter can bandy this stuff about in casual conversation. So bandy with care.

The first *STUFF* equipment supplement prompted a few derisive snorts. It listed all the

secret info about each item, the stuff only a Gamemaster should know, in a gray box after each entry. By clearly labeling each box GM INFO and telling players not to read it, we relied on **PARANOIA** players' well-known honesty and respect for the sanctity of ULTRAVIOLET Clearance.

Yeah, we know. Don't say anything.

We wised up. *STUFF 2* puts all the GM-only info in an ULTRAVIOLET-Clearance section, which also gives lots of information about the IR Markets. Now players will never see these items' dirty little secrets, because as we know, no RED-Clearance player *ever* looks in the—he never reads the—arrgh!

But wait! We fixed it! Many entries include multiple conflicting versions of the item or service; the GM wisely chooses one or another during the game, so even a devious player can't be sure what will *really* happen when he fires that Nuclear Slugthrower Round. So we Famous Game Designers have once more pulled out a win.

Some GM-only statistics include clearance levels, which means the listed item or service isn't strictly, overtly illegal. If you have the clearance specified, you can get them at legitimate outlets. (A lot of these, truth be told, are great items we had to cut for space from the first *STUFF*.)

Enough blather. Get your ME Card ready, open a firewall port to a secure proxy, turn off your webcam and log on to the most treasonous online environment in Alpha Complex!

Smart shopping at IR Markets

by Haggling_Harry_34

Are you a smart shopper? Sure you are. At least you *think* you are.

'One time, I talked a PLC Clerk into giving me 15% off a bulk order of relaxed-fit jumpsuits.' That's nice. 'I know how to get a two-for-one from the AlgaeVend machine in my barracks!' Good for you. But what passes for smart shopping at Computer-sanctioned commerce emporia doesn't cut it at the IR Market. Shopping the underground requires patience, guts and the ability to back up verbal threats with physical ones. Over the years, I've developed a three-pronged bargaining technique I like to call 'Full Contact Negotiation.' The basics:

1. **Never trust their first offer.** Or second. Or third. If you're too lazy to scout the real prices, like by hitting the Gray Subnets, go pay full price at PLC.

2. Use those secret society connections.

It's no secret secret societies have deep connections in the IR Markets. With some well-measured innuendo/Twitchtalk, you can usually figure out which dealers belong to which societies. You can use that information to your advantage. For example: you have reason to believe the lady behind the counter at Grenade Shak is Anti-Mutant. Work that knowledge! 'Excuse me, miss... Which grenades should I use to blow up some DIRTY STINKING MUTANTS?' She might hook you up with a sweet deal! Be warned, though: Information circulates quick at the IR Market. Winning the friendship of the Anti-Mutant grenade lady might mean the Psion sympathizer at Laser Hut charges you double.

3. Always be willing to walk away.

My personal motto: 'If the deal ain't right, say good night.' Even hotshot executives with an expense account still make sure they get the best deal possible. Once you get a reputation as a sucker, you'll never get any respect at the IR Market. People will laugh at you. I'll laugh at you. If a dealer disrespects you with outrageously high prices... just walk away. And then walk back, 15 minutes later, with some heavily armed friends and video footage of that dealer in an incriminating position.

Maybe you'll get a better deal, maybe you'll get killed -- but at least you'll have earned your NEXT clone the reputation of a savvy shopper.

And *that's* what it's all about.



Logging in

From: admin@BLUE.loopback.cpu
To: [recipient list suppressed]
Subj: Friend Computer is my friend

Hey, netz0rz! Crashzero here, spreading the word to all vatheads about the Gray Subnets and how to use 'em. Sorry if the spoofed sender and subject line misled anyone—just being careful. Don't forget to delete this C-mail once you're done, 'cause IntSec would love to dredge it out of your memspace. You better believe it's treason!

Mail ads by AlephNull! Don't just delete C-mails! MailZap wipes the traces from your memory that deleted C-mails leave behind! **MailZap@deleted.cpu**

Sooner or later, everyone wants something that's not available at his security clearance, or requires too much paperwork, or is too expensive or heavily regulated. Traditional channels just won't give you everything you need. That's why we—and by 'we,' I mean everyone who's got the will and the skill to take a stab at the system—set up the Gray Subnets.

How do you find a Gray Subnet? They're not exactly advertised on the Teela Action Hour! You need a source you can trust, and we all know how hard that is. Sometimes you can buy an address from an IR Marketeer, but odds are it's a setup—they don't want to help the competition. A co-worker or a creche-buddy who knows his way around the 'nets? A secret society that's got the right kind of know-how? Ask around, carefully, and *maybe*—in return for a favor or IOU—someone will fork over an address. Once you're on one subnet, you can find plenty of others.

Mail ads by AlephNull! Shoppers: Get Subnet Addresses Here. Accurate subnet addresses available. Reasonable fee. **subnetsales@proxymax.aserv.uuc**

Now, the Gray Subnets are off AlphaNet, but you still need AlphaNet to get to 'em—the same AlphaNet monitored by CPU and IntSec for illegal activities like, oh, I dunno... accessing a Gray Subnet! So unless you look forward to scrabbling frantically at the inner lid of a Clean Thought Tank in the bowels of an HPD&MC Special Mind Freshening Unit, DON'T log in straight from your local confession booth or PDC!

—Unless, of course, you've taken precautions.

The simplest way to stay safe is to log in as someone else. (Ideally, log in as someone you don't like, then blackmail or expose him as an IR Marketeer. Kill two Commies with one grenade!) Snag some vathead's ME Card and use it to get in through a public terminal. Then you're fine—until IntSec tags

the card as stolen, traces you to your terminal and sends in a frag-n-bag team. Ditch stolen cards early and often!

You can also log in using someone else's ID and password. Tricking your mark into coughing up the info is always fun, like sending a C-mail spoofed to look like it's from some BLUE bigwig demanding their login info, or calling them and pretending to be from Tech Support, or offering to enter them in a sweepstakes to meet Rand-Y-ROK and the ROKbots if they fill out a survey, oh, and please give your AlphaNet login info on line 13b. Fun Fact: most citizens are pretty dumb.

Mail ads by AlephNull! EARN BIG CREDITS! Just for replying to a simple survey! To get in on this opportunity, send your login ID and password to: **surveyrequest@notrace.hpd**

Spying's another option. You could try cameras and radio-wave emanation readers and a hundred high-tech fixes, but simple still works best. Lots of marks write down their login info somewhere, and some don't even remember to log off when they've finished a session. (See previous Fun Fact.)

Hacking also works: viruses, trojans and worms, keyloggers and sniffers, the whole Phreak toolbox. Of course, anyone who knows hackery doesn't need my help, so we'll leave it at that. Just remember: What you gain in power and control, you lose in electronic anonymity. Be sure to spoof an alternate login ID to fool AlphaNet security, bounce your packets through an anonymous proxy, or use a **gray router**—a perfectly legal server with a backdoor into the subnets. Pretty much every secret society has at least one. Your society bosses already have enough blackmail material to destroy you anyway, so you might as well rack up a little more debt to get their router address.

Mail ads by AlephNull! Spoof Your Login ID. Buy this simple software package. PDC 1300 compatible. Only 100cr! **vatvatvat@GRAY.subnet.tech**

Next: an access point. Of course your PDC is handiest; you can carry it anywhere, use it to store all your illegal data and scads of security-cracking and track-covering software, and maybe even destroy the evidence if you're about to get caught. ...Except for the copies of your sessions automatically uploaded to IntSec and eight other places every time you punch a key. A real hacker's got ways around that, but you? I doubt it.

How about stealing someone else's PDC? All the benefits of using your own, plus you can blame the illegal stuff on its original owner—especially when you're shackled in a holding cell as you explain why you've got a stolen PDC. Ditch those stolen phones like a hot ME Card at the first opportunity, and remember IntSec has lots of forensic tools for tracking down thieves!

Then there's private terminals, like the ones in clerical offices and YELLOW apartments. They're like PDCs for access, except easier to break into and harder to make off with. Oh, and the chairs are comfier. This is less likely to tip off your mark, but it's a lot more likely IntSec will spot you directly; at someone's private terminal, you'll be under a camera the whole time.

.....
Mail ads by AlephNull! SecurCam Maps. Find out where security cameras are located in your sector! Affordable! strobe@generic.cp

Usually your best bet is **public terminals**. There's thousands of 'em in every sector: freestanding terminals lined up in lobbies and transit corridors; cozy little nooks, sticky with Coffeelyke stains, in bustling netcafes; and Municipal Access Centers lined with rows and rows of public workstations, packed with dull-eyed INFRAREDS tapping away on their grimy antique keyboards. When you're in that crowd, who'll notice you using someone else's login? Nobody. Who'll notice you're surfing a Gray Subnet? —Probably whoever's sitting next to you. Hmm. Okay, not a perfect solution, but what're you gonna do?

Then there's the technical options. Override a confession booth. Tap directly into an AlphaNet cable. Whatever. Even an experienced Phreak may need help pulling this kind of stunt. If you can do it, more power to you!

.....
Mail ads by AlephNull! Build Your Own Subnet! Buy this simple software package. PDC 1300 compatible. Only 100cr! vatvatvat@GRAY.subnet.tech

Once you're finally on a Gray Subnet, you'll notice it doesn't look a bit like C-Bay or those other major legal auction sites you've been to. Official sites, with their slick graphics and intuitive interface, are assembled by big CPU teams of designers and coders; your typical Gray Subnet site's been cobbled together by a solo Phreak who wouldn't recognize good graphic design if it shot him in the butt. Many Gray Subnets are naked dataspace where Phreaks conduct business by realtime direct messaging.

There's no typical Gray Subnet look. The most common sites are pixel-for-pixel copies of some plain bare-bones bureaucratic site, 'cause the easiest way to build out an interface is to steal someone else's. Odds are, your first subnet will look just like some Form Request Form site or a *Bake That Traitor!* fan forum, except with slightly different text. Half the time, it even keeps the original title. Anyone lazy enough to copy an official site's look is probably too lazy to change all the back-end code, so watch what you click on—lots of official service group sites report every click you make to IntSec, just because.

Other Gray Subnets aim at getting your attention by any means—bright flashing colors, loud noises, and lots of ALL CAPS. A good example is **BotBusters Central**, run by some enterprising Frankenstein Destroyer, where the first thing you'll see and hear is a video of an exploding teachbot. On a loop. At about 200 decibels. While surfing the subnets,

be sure to turn your sound off and your brightness down, in case you wind up here.

.....
Mail ads by AlephNull! LinkCheck! No more accidentally clicking through to VIOLET sites. With LinkCheck, see where a link points just by rolling over it! <http://skillwarez.cp/products/LinkCheck>

Then there's patchwork sites like the Romantics' **Year Minus-1 Archive**, a hodgepodge of remnant Old Reckoning sites like 'Conservapedia,' 'Girls Gone Wild Online' and 'TimeCube.com.' Sites like that, you never know what to expect from one page to another.

My very favorite, *favorite* site is **Doc Quantum's Pro Tech Online Superstore**, a cutting-edge haven full of pseudo-holographic animated graphics and quasi-intelligent product sorting algorithms, and no matter what anyone says there is **NO** subliminal advertising at **Doc Quantum's Pro Tech Online Superstore**, I don't know why people keep saying this, I have shopped **Doc Quantum's Pro Tech Online Superstore** five times a day for *months* and I have NEVER EVER seen subliminal advertising so it is perfectly safe and you can shop safely at **Doc Quantum's Pro Tech Online Superstore** again and again and again.

That's your intro to the Gray Subnets! Whether you wanna buy illegal stuff, talk illegal talk or just rebel in some small way against the system, the subnets are your way to go. If you netz0rz want any more info, just C-mail me a reply with your login ID and password, and I'll fill you in. Catch you later!

'Above your clearance' vs. ILLEGAL

Various Alpha Complex bureaucracies, in conjunction with CPU, PLC and Internal Security, assign security clearances to items. Possessing an item rated above your security clearance, without specific authorization from The Computer, is an offense of varying degree. For highly dangerous weapons—some of them are listed on page 247 of the **PARANOIA** rulebook, but that's above your clearance, citizen—possession below the listed clearance is treason. Other items, less dangerous but morally odorous, may incur lesser punishments in Straight games, where possession is mere insubordination, punishable by a fine.

Authorities typically assign penalties according to the difference between the possessor's clearance and the item's. The wider the gap, the harsher the punishment. If you're a trusted GREEN citizen caught with a BLUE copy of *Lolita*, well... maybe just a quick censure and we'll call it even. But if you're Clearance RED and you flaunt the tacnuke you stole from a VIOLET armory, you could skip your trial and just head straight to the termination center.

Most items in this book aren't above your clearance; they're outright **illegal**. It's bad-*bad-bad* to be caught with an illegal item, period. Your own security clearance doesn't affect the judgment. Yea verily, INFRARED drudge and ULTRAVIOLET High Programmer alike face the same stiff penalty.

—Assuming the UV is brought to trial and doesn't just bribe or hack his way to a clean record. But massive systemic corruption is beyond this book's scope. We'll get right to work on that *Alpha Complex Jurisprudence and Malfeasance* supplement, sure to be a hot seller....

MILITIA MATTERS!

For warriors committed to **VICTORY** at all costs

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Toilet Firebombs	11
Viral Communism Grenades	12
Wall Socket Taserbot	12
XENgun Model 338C	13

RATING SYSTEM



Inefficient or specialized



Reasonably effective



Good



Superior



Victory will be ours!

Chainsaw Gun



Ordnance: Unique and pleasingly violent

Lethality: Rather!

Dealer & group: Docbot HRE-8839231, Robots for a Meat-Free Tomorrowcycle

Current bid: 370cr

Payment accepted: Any licensed credits, ten human heads

start transmission i am hre-8839231 but you meatbags call me docbot harry i am offering good weapon against soft humans the chainsaw gun this can be used like ordinary chainsaw but aim and pull trigger to shoot saw up to 10 meters away saw has charge to continue cutting for five minutes after firing now when the meatbags run away screaming you can keep cutting cutting cutting oh sweet mercy the cutting never stops not even when they run away cut cut cut cut cut 25% discount for bots send serial number in binary for confirmation end transmission

PURGE Review by Courtney-O:

That's right! This is the same weapon used in the Laundromat Massacre in LON Sector. We haven't tried this out yet, but we did see the uncensored footage... believe us, this weapon really *makes the cut!* That docbot must have sliced through a dozen REDs before he even *fired* the thing! 4 BOOM!s out of 5



Drug Dart Gun



Ordnance: Darts

Lethality: Variable

Dealer & group: Hooper, Mass Enlightenment League

Current bid: 90cr for gun, darts depend on drug of choice

Payment accepted: Plasticred, PLC licensed credits, trade for the good stuff

No need to ram a pill down someone's throat any more with gun that fires darts filled with drugs both approved and illegal. Comes with ten darts and drugs of your choice. You must specify drugs when ordering, or we'll use whatever's not moving. Silent and could be deadly, but why do that when you can use Rolactin or Sandallathon? But never mix the two or you'll see giant purple bots for days.

PURGE Review by Rex-G:

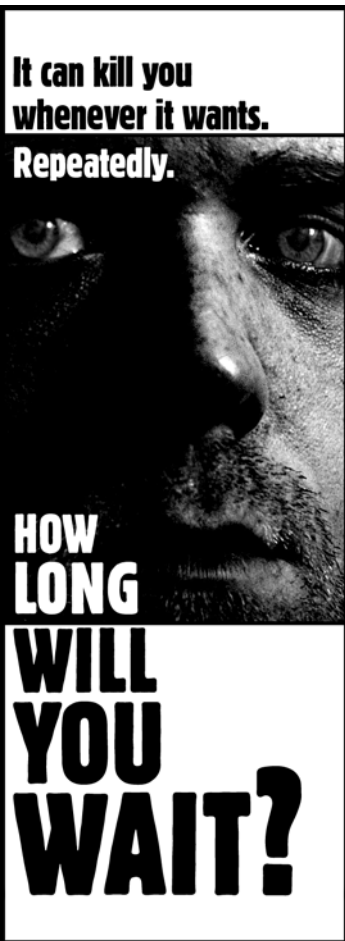
Some people think all we want is stuff that explodes. We ain't Death Lep! This is a fine weapon—quiet, doesn't alert laser monitoring systems and slips easily into a pocket. Sometimes you want to knock someone out instead of killing him—like a reactor core guard, so you can make the core go critical, wipe a sector and blame him! 4 BOOM!s out of 5.



MILITIA MATTERS!

By any means necessary

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GreenGoo Pistol



Ordinance: Biological

Non-polluting pressurized dispersion system projects morsels of omniphagic GreenGoo at nearby targets. Watch organic material dissolve before your very eyes! Threaten unruly supervisors and project managers with liquefaction! Impress rivals with firepower and acumen! Not for resale. Seller not responsible for misuse of product.

Lethality: Flesh-eating nastiness

Dealer & group:
Dr. Macro, Genetic Engineering Working Group (Pro Tech)

Current bid: 15,000cr

Payment accepted:
Trade for Old Reckoning genetic samples

PURGE Review by Jane-R:

Wow! This stuff just melts people right down to the bones! Totally deadly! I must admit, it tested my dedication to watch it work. 5 BOOM!s out of 5.



Grenadebots



Ordinance: Grenade

I'm getting rid of these before I lose another clone. Don't get me wrong, these are great! You should buy lots! Think of them as pet grenades. You pull the pin to turn it on, and then you tell it where to roll to and when to blow up. Don't forget to hold onto the pin! I like these grenades. I tend to get... *attached* to them. They're so *cute*! Please take all four of them to a good home! I have trained them myself, so they'll obey simple commands easily.

Lethality: Good to nasty

Dealer & group:
Private Reggie-TOL, Armed Forces

Current bid: 360cr/
set of 4

Payment accepted:
Armed Forces licensed credits, plasticred, unlicensed credits

PURGE Review by Tanisha-R:

I have a soft spot in my heart for grenades. There's something pure about throwing explosives like a FunBall... Now these are a different story. Great for getting a grenade in tight spots or down ventilation shafts, but they act like petbots. I hate petbots!!! I hate bots!!! DEATH TO THE COMPUTER AND ITS LACKEYS!!! Um... yes. Buy these. 3 BOOM!s out of 5.



MILITIA MATTERS!

When what's needed is truly needed, do it!

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It brands you,
the way people
used to brand
animals.



WHEN
WILL
YOU
TAKE
CHARGE?

Grenade Grab Bag



Ordinance: Grenades

Get yourself a collection of assorted grenades at wholesale prices! Perfect for the grenade aficionado. Each purchase gets you half a dozen randomly chosen grenades. Specific grenade types also available for increased price. Possible types: sonic, tangler, concussion, fragmentation, flash, stun, gas, ECM, napalm, plasma, tacnuke, hypnotic, magnetic, surveillance. Specify "mislabeled" or "coded," +10% service charge.

Lethality: Varies

Dealer & group:
Sergei at PLC

Current bid: 60cr/
selection of 6

Payment accepted:
Plasticred

PURGE Review by Marco-R:

The Computer's shock troops may have high-tech battle armor, but their flunkies usually get by with limited defenses like kevlar or reflex. Having a selection of different grenades (or other weapons) lets you circumvent their defenses more effectively. Plus, who doesn't love grenades? 3 BOOM!s out of 5



Hantathrax-B



Ordinance: Biological
nastiness

INITIATE MEGAKILL SEQUENCE WITH HANTATHRAX-B BIOLOGICAL AGENT. ULTRAFINE TEXTURE MAXIMIZES AIRBORNE SPORE DISTRIBUTION. UNLIMITED TERMINATION CAPACITY. DEATH TO MEAT!

Lethality: WMD

Dealer & group:
BitBot01, Ctrl-Del
(Corpore Metal)

Current bid:
840,000cr

Payment accepted:
Totally unlicensed
plasticreds

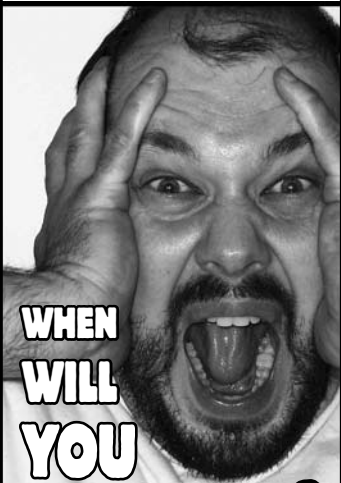


MILITIA MATTERS!

If the end doesn't justify the means, what does?

HOME | ABOUT | ARCHIVES | RECENT VICTORIES | HIT LIST | OUR FALLEN | JOIN OR DIE

It drives you mad,
because insanity
serves its purpose.



WHEN
WILL
YOU
WAKE UP?

JUSTICE
FOR THE
FALLEN



PURGE

IHS Shells



Ordnance: Cone rifle shells

A breakthrough in pattern-recognition software has been thoroughly perverted to bring you traitors what you want: an IntSec Helmet Seeking cone rifle shell! These HE shells are modified with a miniature camera in the nose linked to a speck-sized processor that looks for those infamous 'one-eyed scrubot' helmets used by Internal Security all over Alpha Complex. If there's a helmet in the sensor's 60-degree view arc, the missile zooms straight at it! Best of all, the shell explodes so there's no evidence! Do everyone a favor and take down an IntSec agent today!

Lethality: Messy

Dealer & group:
Doctor Brownian Motion, Pro Tech's Combat Research Labs

Current bid: 900cr/shell

PURGE Review by Adam-B:

This is why we keep those Pro Tech geeks around. I fired this sucker in the GNT Sector Transbot Central station. I actually saw it turn in mid-air and smash into some GREEN goon's face! Nice collateral damage too! What are you waiting for? BUY THIS NOW and take out IntSec! 5 BOOM!s out of 5

Payment accepted:
Unlicensed credits, trade for technology



Microwave Rifle



Ordnance: Energy

Need credits to pay fine for failed experiment. Rifle is similar in size, weight and range to a laser rifle to reduce training costs. Pulsed photon emission is replaced by concentrated microwave emission. Length of shot is variable and controlled by user. Uses standard ISO 6400 battery packs for increased compatibility. Aim pulls slightly to left, still working on that.

Lethality: Takes some time

Dealer & group:
Broken Bottle, Not R&D because this is illegal

Current bid: 489cr

PURGE Review by Juan-I:

We don't mind waiting for it—we've been waiting to overthrow Friend Fink for yearcycles, carefully plotting the battles that will bring us to glorious victory... but sometimes waiting sucks. Fire this and you have to keep it on your target for a whole minute before doing serious damage. That's fine if your target is immobile; heck, then it's real fun! But if you're going after someone who can dodge, then try something else. 3 BOOM!s out of 5

Payment accepted:
R&D licensed credits, Payment++, METro Checks



MILITIA MATTERS!

Given motivation, all else becomes trivial

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ME Card Bomb



Ordnance: Disguised bomb

Just swipe this ME Card through any ME Card reader, and three seconds later... BOOM! Virtually undetectable. Available in colors from RED to GREEN. Buy now!

Lethality: Varies

Dealer & group: John-DOE, The Network (Computer Phreaks)

Current bid: 201cr

PURGE Review by Jane-R:

Sneaky! Packs a punch, and no one'll see it coming. 2 BOOM!s out of 5.

Payment accepted: Unlicensed credits only



When you can't afford to miss!



Nuclear Slugthrower Rounds



Ordnance: Slugthrower

High-caliber californium-251 fissile slugthrower ammunition from MacroKill AF. Dramatically more powerful than conventional HE bullets. Each purchase includes 6 bullets shipped in compartmentalized lead-sheathed briefcase.

Lethality: Incredible

Dealer & group: Dr. Prometheus (Pro Tech)

PURGE Review by Alexandra-G:

What could go wrong? This is the most powerful slugthrower ammo on the market, bar none. At least until we get hold of that experimental antimatter ammo we've heard about from R&D. 5 BOOM!s out of 5.

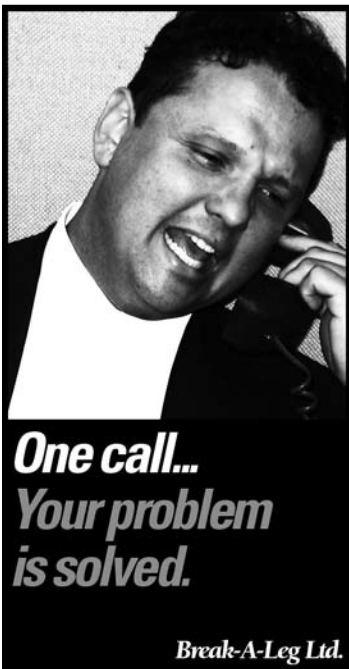
Payment accepted: Unlicensed credits only



MILITIA MATTERS!

Bringing it on

HOME | ABOUT | ARCHIVES | RECENT VICTORIES | HIT LIST | OUR FALLEN | JOIN OR DIE



Psionic Detonator



Ordnance: Triggered explosive

Lethality: Moderate

Dealer & group:
Anonymous, HPD-MindLabz

Current bid: 101cr

Payment accepted:
QwikCredit

Fresh out of R&D, these exciting toys will give those nasty mutants a surprise they won't forget! Each detonator contains a highly receptive adjustable psionic sensor. All a filthy mutant has to do is *think* at it to make it explode! Ideal for booby-trapping Commie mutant hideouts. Please allow 3 to 5 days for shipping.

For more great deals on Troubleshooter equipment and other handy supplies, check out our website at <http://RED.mindlabz.hpd.mxb/BuyItNow.index> right away!

PURGE Review by Alexandra-G:

Useful but dangerous. These could potentially go off long before you're in the target zone, and where's the value in that? If I want unstable explosives, I'll make them myself. I'd only recommend these to actual mutants who really know what they're doing.



R&D Arms Surplus



Ordnance:
Experimental

Lethality: Mediocre to awesome

Dealer & group: R&D

Price range: 100cr to 1000cr

Payment accepted:
Unlicensed credits ONLY!

The best military hardware comes out of R&D, and now you can get first dibs on all kinds of astounding new experimental weapons! Just send us 100cr or more, and we'll send you some exciting prototypes right off our worktables! Shock and awe your co-workers with these amazing armaments! Buy now!

PURGE Review by Tatsuya-G:

Many new weapons don't get out of R&D because they're undependable, or because they just plain don't work. Others don't get out of R&D because they're too destructive for use in Alpha Complex. We like the latter. 3 BOOM!s out of 5.



MILITIA MATTERS!

A true warrior is always at peace

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Shardthrower



Ordinance: Special

The end is nigh, and we wish to make it nigh-er. We stole five **shardthrowers** from R&D and now sell them to bring about the End of all Cycles. Each fires a tiny shard of depleted uranium at unimaginable speed. Penetrates with such force, it's better than a solid-slug cone rifle shell. Also quiet—your target will be de-rezzed without anyone knowing how. Go forth and spill the blood of the unfaithful, for *'It is said the meek shall inherit the bullet, or something like that. Meek was definitely in there somewhere.'* (Barry, 3:27)

Lethality: You'll need a mop

Dealer & group:
Preacher Jesse,
Church of the
Impending Reboot

Current bid: 1,799cr

Payment accepted:
Unlicensed credits,
Payment++

PURGE Review by Manny-I:

There's a lot of high-tech words used to explain this monster—electron stream variance, projectile velocity versus size, things like that—so at first I wasn't too sure. Then we fired one—ONE—of these shard things at a nosey PLC product satisfaction surveyor. No sound, no recoil, no muzzle flash... but that PLC geek was *torn in half!* Most of him was buried in the wall behind him! Forget you losers, I'm buying one for myself! 5 BOOM!s out of 5.



'NAILS' MCCOMBOT vs. MR 'SWEETS'
Ultimate Botfighting Championship
book NOW!

Stealth Pistol



Ordinance: Handgun

Lethality: Par for the course

Dealer & group: Citizen T,
Revolutionary League

Price range: 375cr to
10,000cr

Payment accepted:
Trade for high-
clearance data

They're always watching, those creepy camera eyes with their evil little blinking lights, revealing our every action to the Computer and its sinister underlings. Don't let them observe that you're armed! Stay beneath their notice with one of our sneaky little stealth pistols. Cameras, guardbots, IntSec agents... they'll all be totally fooled as you strike against our overlords to free humanity's future!

PURGE Review by Leonard-R:

Big explosions are great. I mean, *really great*. This doesn't make any big explosions, but it'll help you sneak into the place where you *can* make one. Take that, IntSec! 3 BOOM!s out of 5.



Unauthorized reproduction or distribution marks you as an enemy of PURGE. We strike when you least expect it.

MILITIA MATTERS!

'Glory' is for amateurs

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Tile Mine



Ordnance: Explosive

Resembling a common 10cm square ceramic tile, each of these hard plastic mines contains a pressure-sensitive explosive charge. Replace an ordinary tile and wait for someone to step on it, and POW! Tiles come in black, red or orange. Strike fear into the hated capitalists and their sycophantic minions today!

Lethality: Moderate

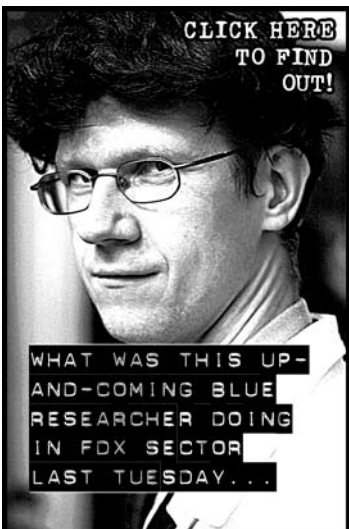
Dealer & group: RED Army

Current bid: 30cr

PURGE Review by Ingrid-G:

Doesn't guarantee a kill, but it does ensure serious injury on unsuspecting victims. Like most explosives, it requires proactive use. But if you like seeing people hobbling around on bloody stumps, this is the ordnance for you. 3 BOOM!s out of 5.

Payment accepted: Credits



Toilet Firebomb



Ordnance: Explosives

This round, red popper might look small, but that's the idea. Light one and flush it down the toilet. Fuse stays lit under water. And when it explodes ... it channels flaming oil up the pipes! Poor saps sitting on the toilet will suddenly find themselves sitting on a flamethrower! HA HA HA!!! Take that, stuck-up BLUEs!

Lethality: At least blisters, at most flaming corpse

Dealer & group: Honcho Reg, Double B Gang (Death Leopard)

Current bid: 250cr/ box of 6

PURGE Review by Terrell-Y:

Yeah, yeah, we know... but use your imagination. Though we expect more damage from our ordnance, we have to admit these are real fun! Seeing flame shooting out of a row of YELLOW toilets is a thing of beauty. By the way, don't use the YELLOW washrooms in YTT Sector next Threeday. 2 BOOM!s out of 5.

Payment accepted: Unlicensed credits, plasticreds



MILITIA MATTERS!

Freedom is always born in screams

HOME | ABOUT | ARCHIVES | RECENT VICTORIES | HIT LIST | OUR FALLEN | JOIN OR DIE

Viral Communism Grenades

Ordnance:
Neurological

These rockin' grenades infect everyone in the blast radius with the power of Communism! Shock and awe your friends! Piss off Internal Security! Also comes in other varieties: Humanist, Psion and everyone's favorite, PURGE!

Lethality: Indirect

Dealer & group:
CloneOfSam (Death
Leopard)

PURGE Review by Matantisi-Y:

Useless for killing specific targets or damaging property, but great for starting riots. Their harassment value makes them worthwhile. 2 BOOM!s out of 5.

Current bid: 1cr

Payment accepted:
Plasticreds



Toilet Firebomb

less fzzzz.. more BANG!

Wall Socket Taserbot

Ordnance: Electricity

For a sneaky way to shock your friends and electrocute your enemies, try a Wall Socket Taserbot! Just plug it into any handy wall socket and leave it to lie in wait. When the time comes, it'll fry your foes in a flash!

Lethality: Shockingly
low

Dealer & group:
MicroKnot

PURGE Review by Vladimir-Y:

I love the smell of charred flesh, but it rarely actually kills anybody. Are you here to overthrow The Computer or play party pranks? 1 BOOM! out of 5

Current bid: 16cr

Payment accepted:
Incendiary devices



Unauthorized reproduction or distribution marks you as an enemy of PURGE. Each time you hear a stray sound, think of us.

MILITIA MATTERS!

Either fight the enemy or become the enemy

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Funwater

Too much is never enough!



The Blessed Order of the Sacred INFRARED APPLE invites you to worship.

JKZ Sector, fourth door behind the food vat marked 'Gludge!'

Knock twice. Bring fruit.



XENgun Model 338C



Ordnance: Laser

Lethality: Baseline

Dealer & group:
TheGunCollector, Militia Matters!

Current bid: 1,300cr

Payment accepted:
Payment++

For real! This is a Model 338C laser pistol body from XENgun AF. Production on this model was shut down in Year 203, and the manufacturer recalled all existing copies. Laser experts agree the 338C was one of the best laser pistols ever designed. This is one of the only 338Cs around. You may not see another one in your lifetime! Buy now!

PURGE Review by Tatsuya-G:

Incredibly elegant! Sure, it's just a laser, but *what* a laser! For the true connoisseur of energy weapons, this is where it's at. 4 big BOOM!s out of 5.



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new





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Anti-Mutant Meeting Room

Keywords: {{[anti-mutant](#), [secretsocietymeetinglocations](#), [secretrooms](#), [biddingwar](#)}}

Seller: Control (100% found this seller trustworthy)
 Starting bid: 50cr
 Current bid: 3,510cr (127 bids)
 Delivery: C-mail
 Payment accepted: Subnet transfer

Summary: We offer the exact location of an Anti-Mutant society meeting room near (but not in) LLD Sector. You will pay us the credits via subnet transfer, and we shall upload the coordinates to your C-mail address. What you do with this information is none of our concern, for we are Control.

Comments	 YOU PSION FREAKS ARE GOING TO PAY ONCE WE ...	Silas-R
	 <i>You</i> will pay, or they will find you. Tough.	Control
	 IntSec might pay more than it'll cost me to buy ...	Narcaholic
	 Psion doesn't even <i>exist</i> , you are being <i>fooled</i> into ...	Kafka-R
16 more comments >> view all comments		

What else did users who bid on [Anti-Mutant Meeting Room](#) also download?

38% downloaded: [Tinfoil Hat Construction Directions](#)





18% downloaded: [Mikal-O's How to Infallibly Narc the Fascists \(214 Edition\)](#)

Blackmail: FD Jen-G-VJD & Bot

Keywords: {{[jen-g-vjd-4](#), [combots](#), [frankensteindestroyers](#), [racetraitor](#), [unnaturalacts](#)}}

Seller: REDzone54 (94% found this seller trustworthy)
 Selling price: n/a (Free of charge!)
 Current bid: n/a
 Delivery: NetZip BLUE
 Payment accepted: It's free, really!

Summary: Get a handle on a high-ranking Tech official! Jen-G-VJD-4, a known Frankenstein Destroyer, is seen here discussing secret society plans with a combot! 74.6 seconds, high-angle view, surveillance cam quality, no encryption. Grab it while it's hot!

Comments	 Copied and cross-posted. She'll get what's coming ...	botalot
	 Never trust a bot! They'll stab you in the back ...	Gleason-R
	 b0t-h4t3r! u 5h0u1d h4v3 turn3d c00k135 Off; n0w ...	m4dh4x0r
	 Click here to win big CrCrCr!!!	anon
29 more comments >> view all comments		

What else did users who downloaded [Blackmail: FD Jen-G-VJD & Bot](#) also download?

30% downloaded: [Break-R's Guide to Bot Demolition](#)

28% downloaded: [Combot Fire Control Software Package 52:00:A3:88-BETA](#)

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Text ads by AlephNull!

NECK ENLARGEMENT. No more 'stylus-neck' jokes. Have the thickest neck in your IntSec station! muscle@noclearance.med.tech

SEX SEX SEX GET AUTHENTIC OLD RECKONING SEX LIKE NEW STILL IN ORIGINAL PACKAGE ADBOT2986@MEATCHAT.CMETAL

Mutation Registration Guide. Get the skinny on how to register without raising your Treason Index! Satisfaction guaranteed. mutiepal@comlog.intsec

Censure Closure. Censured for insubordination? We'll end your censure early for a one-time fee. DeCensure@ads.freent

Got Drugs? Qualine, Sandallathon, Gelgernine! Top quality, low prices! Dealer14@IR.subnet.plc.aob





Blackmail: Filesharing Data Trail

Keywords: {{ [blackmail](#), [veronica-g-utu-2](#), [downloads](#), [filesharing](#), [music](#), [easy mark](#) }}

Seller: huntR_killR (84% found this seller trustworthy)
Starting bid: 1cr
Current bid: 20cr (2 bids)
Delivery: C-Mail (Encrypted)
Payment accepted: Payment++

Summary: Veronica-G-UTU-2 sure does love her illegal music downloads! Slapped a data tap on her local system and traced her downloads from the subnets. It's enough evidence to net her some serious censure. Enjoy!

Comments

 what kinda data tap r we talkin here? omnitap 11b ...	sn1ffbot
 Filesharing's no big deal. What, she'll get censure ...	GlassWare
 she's a big wheel in the phreaks and doesn't want ...	bombardier
 any1 get caught so easy is no masta phreaka, just a ...	h4ck4sn4k

76 more comments >> [view all comments](#)

What else did users who bid on **Blackmail: Filesharing Data Trail** also download?

44% downloaded: **IntSec List of Top 100 Filesharers**

29% downloaded: **Rand-Y-ROK Raw Concert Footage**





Blackmail: Murder Weapon!

Keywords: {{ [fred-y-weq-5](#), [dna](#), [fingerprints](#), [crowbar](#), [upwardmobility](#), [memorabilia](#) }}

Seller: Scalphunter (97% found this seller trustworthy)
Starting bid: 1cr
Current bid: 450cr (24 bids)
Delivery: Courier, Personal Pick-Up
Payment accepted: Credits

Summary: I spy, with my little eye, a YELLOW PLC supervisor braining his BLUE boss with a crowbar and dragging his corpse to the food vats. But the silly fellow ditched the crowbar, and now I have it sealed in plastic for any enterprising citizen to turn in to The Computer! Liberally covered with blood, brains and fingerprints. When you send Fred-Y-WEQ-5 up the conduit, tell him Scalphunter sent you!

Comments

 What if it's a fake? Seems to me this kind of stuff ...	coppertop
 Yeah, like it's so much easier to fake physical evidence than blurry security camera coverage.	arbiter
 fred-y? no way! i don't believe a wuss like him ...	snarkalicious
 CROWBARS ONLY 5CR EACH WE ACCEPT ...	ADBOT385/C

126 more comments >> [view all comments](#)

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[erase] -- **new!**

[**botspotting!** - expand]

What else did users who bid on **Blackmail: Murder Weapon!** also download?

24% downloaded: **IntSec Most Wanted**

19% downloaded: **Credit Laundering Through SECURE CPU Shelters!**

Blackmail: Spooky Sings



Keywords: {{ karaoke, intsec, embarrassing, hilarious, hopeless }}

Seller: Vidiotic (7% found this seller trustworthy)
Starting bid: 1cr
Current bid: 40cr (2 bids)
Delivery: C-Mail (Encrypted)
Payment accepted: Payment++

Summary: You have GOT to see this! Grabbed this footage while working A/V at last year's IntSec Awards Banquet and Karaoke Night. It's a glitzy affair (by IntSec standards), and some bigwigs really get CRA-ZEE. A certain distinguished BLUE Clearance uber-spook did a DEAD ON rendition of Rand-Y-ROK's classic 'Got No Treason in My Pants.' During the second chorus, this guy decided to—ahem—PROVE he had no treason in his pants!

Text ads by AlephNull!

Form Request Forms! Download Tons of Form Request Forms to Your PDC. Get All Your Favorite Forms Free! formreq@GREEN.archive.cpu

Cybernetic Implants. Custom Rebuild Your Body to Perfection! 5% Rebate, Free Shipping and Surgery! professorlove@docbot.protech

Seeking Test Subjects! Earn sizable credits merely for taking a few drugs! Painless and risk free! drmacro@alpha.genetics.protech

Best Hygiene Product Ever! PerchloricWash Facial Soap – the cleaning agent TOO POWERFUL for PLC! Only available here! sales@GRAY.subnet12.iw

THE BOTSPOTTER'S MAP: Get direct bot-locator feed from TechServ! Leave rival botspotters in the dust!! c4shphr33k@CLEAR.softzone.phrk

Comments	hey I was at that party! PKK Sector's Chief Interrogator has a lovely tenor voice.	punchy_G
	no way! he was lip synching it was S000 obvious ...	bootsmoke17
	let's see, checking the personnel who worked A/V that night ...	snitcher999
	CROWBARS ONLY 5CR EACH WE ACCEPT ...	ADBOT385/C
no more comments		

What else did users who bid on **Blackmail: Spooky Sings** also download?

4% downloaded: **Tella 2 My Heart, A Fan-fiction Tribute to Tella-O-MLY**

49% downloaded: **Blocking Adbots, Spammers & Other Traitors (214 Edition)**

Blackmail: Unhistory Textbook



Keywords: {{ unhistory, mindcontrol, textbooks, education, deprecated, greatputsch }}

Seller: hpd&me (this seller is unrated)
Starting bid: 75cr
Current bid: 176cr (8 bids)
Delivery: C-mail, Personal Pick-Up
Payment accepted: Unlicensed credits, HPD&MC licensed credits, plasticreds

Summary: You know about it, but HPD&MC says it didn't happen. Now you can learn the truth. I am selling e-copies of a high-clearance unhistory textbook used by the MC side of HPD&MC to keep track of what they've officially done away with. Learn the truth about the Great Putsch, the IR Riot of 212 and the Rolling Blackouts. You can use this as blackmail—some high-clearance people still remember these events, and will tremble if you remember it too!

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Comments	▶ I knew Saul-U led Psion in the Great Putsch, but why	Thomas-Y
	▶ How do I know this is real if I don't remember? Headache!	fountains_of_larry
	▶ This is stupid. The Computer would never let any of	nunnery21
	▶ When I asked this Tech Serv INDIGO about his part in Operation Finite Hole, he ordered a team of techs to fix every problem in my dorm! Right on!	EI_Processoria/C
54 more comments >> view all comments		

What else did users who bid on **Blackmail: Unhistory Textbook** also download?

70% downloaded: **RED Clearance: The History of Communism**
 65% downloaded: **Haley-O's Big Guide to Lost Sectors**

Confession Booth Crack



Text ads by AlephNull!

SmartWeb Your Laser! Brain-to-laser link lets you fire at the speed of thought! Come in for free surgery! smartweb@ctrl.del.protech

PDC Personalities. Let your PDC be your pocket pal. Browse a huge selection now. copyright@backdoor.hpd.iax

You May Be Eaten By A Grue. Learn how to avoid dangers you didn't know existed! Act now! buyinfo@zork.romant

WMD BADGES. Let 'em know what you've got. Also: pins, pendants, cufflinks! killkill@NUKE.af

Free Chat. Chat by subnet with like-minded individuals! Meet friends without IntSec scrutiny! [subscribe@zero.sub-chat.ps.cqg](http://zero.sub-chat.ps.cqg)

Keywords: {{ safe , absolution , happysmiledancenow , loyalty }}	
Seller: MrsPickle (this seller is unrated) Starting bid: 200cr Current bid: 433cr (104 bids) Delivery: C-mail Payment accepted: Unlicensed credits only	Summary: They are everywhere and they are deadly. It's time we fought back. Use this code in your PDC, then when the confession booth asks you to list your treason, just press play on your HappySmileDanceNow! media player. This will lock the booth in 'absolution' mode, freeing you to confess anything without getting any punishment. Emerge from the confession booth unscathed unharmed and amaze the onlookers with your 'loyalty'. The confession booth mayhem stops here.

Comments	▶ Okay, this wasn't funny. Well, a little bit, but I want my ...	little_jimmy
	▶ Why use the HSDN player? This has got to be IntSec	SoylentBuffet
	▶ Because HSDN is soooo hackable! If IntSec spent more time watching the subnets and less watching us sleep, this would be a much safer Alpha Complex.	Sid-Y
	▶ w00t! now i can confess how i termed my roomie after	slick_wilkie
76 more comments >> view all comments		

What else did users who downloaded **Confession Booth Crack** also download?

94% downloaded: **Lounge Vidscreen Crack**
 86% downloaded: **Lenin Rulez! skin for HappySmileDanceNow media player**

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Text ads by AlephNull!

Relicense Your Credits. Send us your credits for untraceable relicensing! Affordable and trustworthy! <http://GREEN.banknet.freeent/relicensing>

Recycling Novice Checksum. Incorporate 127-81-333. Disregard nullification. noreply@illum.cpu

THEY ARE IRRADIATING YOU! Protect yourself from mutation. Find out if your sector is slated for irradiation! <http://GRAY.humannet.antim/radschedule>

MEET OUTDOORSY CITIZENS. Share your interests with outdoorsy netpals today! Chat, forums and more! <http://GREEN.OutdoorsChat.club>

Get All Your Favorite Tunes! Rand-Y-ROK & the ROKbots, Jen-I-COL, Power Pops and more! <http://free.zapster.phrk/home>

Equipment Mod Schematics



Keywords: {{ [appliances](#), [weaponize](#), [upgrades](#), [anarchistcookbook](#), [collectibles](#) }}

Seller: VatVatVat (93% found this seller trustworthy)
Selling price: 100cr
Current bid: n/a
Delivery: C-mail
Payment accepted: Credits

Summary: Guns and ammo are expensive and may be above your security clearance. But if you know how, you can convert all sorts of household implements into weapons. C-mail me 100 creds and I'll send you a random set of upgrade schematics! If you want a specific set of schematics, C-mail me and we'll make a deal.

Comments	▶ Where am I supposed to get an INDIGO PDC? I ...	inspirRational
	▼ This is a great idea... if you're an engineer. If you're a typical vat worker or paper shuffler, odds are you'll fry yourself trying to put one of these things together.	GunnerJane
	▶ Don't trust Vat! He sends virus-infected files that ...	Glenda-G
	▶ No way! Vat's the man, his code's as clean as a ...	CobaltBlue
171 more comments >> view all comments		

What else did users who downloaded **Equipment Mod Schematics** also download?

47% downloaded: [QwikHack Credit Cracker](#)

18% downloaded: [HRW Sector Armed Forces Weapons Locker Codes](#)

Formula for B4



Keywords: {{ [b3](#), [b4](#), [bouncybubblebeverage](#), [holycrap](#), [incrediblytreasonous](#) }}

Seller: Unique Merchandise Consortium (100% found this seller trustworthy)
Starting bid: 1,000cr
Current bid: 260,000cr (3,423 bids)
Delivery: Illuminati Nightcycle Express
Payment accepted: Unlicensed credits only

Summary: Two years ago, BubbleCom rolled out a huge ad campaign for B4, or 'Better Bouncy Bubble Beverage,' a drink that was supposed to replace B3. It got cancelled shortly before release. B4 is now an un-product. We *pretend* we never heard of it. But did you ever wonder...? With luck and skill, we've obtained the secret formula for B4, and we're selling it to the highest bidder. Start bottling it yourself, resell to a collector or just drink it!

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Text ads by AlephNull!

Upload the Good News! Accept the gospel of Christ Computer-Programmer to receive Digital Salvation! <http://INDIGO.e-bible.fcccp/GoodNews>

Get High-Clearance Colas. VanillaBean, LemonZesTea, even Quintuple Classic B3! We sell to all clearances! truckbot8@ads.freent

ADBOT FOR SALE MODEL 5B ADBOT LIKE NEW VERSATILE FRIENDLY GUARANTEED COMPATIBLE WITH ALL STANDARD INTERFACES ADBOT384-5B@CHROME.CMETAL

CREDS CREDS CREDS CREDS CREDS CREDS CREDS CREDS CREDS CREDS CREDS CREDS ADBOT9028@ADS.FREENT

Is Karl-Zero Right? Is the War on Treason helping Alpha Complex or hurting it? Find out now! <http://RED.alphatruth.commie/treason>

Comments	▶ The High Programmers wanted it all to themselves ...	Pinky-P
	▶ it was a simple cost-benefit analysis. the quality ...	cancerboi
	▶ B4 was full of nanobots! But they got loose and ...	KubiKill
	▶ Remember the jingle from the ad campaign? 'Wake Me Up B4 You Go Go'? That was such an awesome tune! Too bad you can't listen to it anymore. Well, not legally. But you can download it off Zapster, absolutely free!!	eleventeen
2,794 more comments >> view all comments		

What else did users who bid on [Formula for B4](#) also download?

9% downloaded: [Rolactin Manufacture for Mystics: A How-To Guide](#)
 4% downloaded: [B3 Can Image Library](#)

Grand Ole Oldies



Keywords: {{ [music](#), [filesharing](#), [oldreckoning](#), [pop](#), [rock](#), [classical](#), [turnthatdamnoiseoff](#) }}

Seller: EMI_EMF_BBQ (50% found this seller trustworthy) Starting bid: 99cr Current bid: 2,250cr (122 bids) Delivery: NetZip BLUE Payment accepted: Plasticreds, trade for music or Old Reckoning media	Summary: For sale, the finest music of the Old Reckoning era! Listen to the sensuous croonings of Mussorgsky, P.D.Q. Bach, Tunuk Tunuk Tan and Tommy Tutone! Once-in-a-lifetime opportunity, dude. Guaranteed to increase in value. Get it, resell it, then fileshare it!
--	--

Comments	▶ Not a dependable seller; my copy had a damaged ...	XaniTrick
	▶ Did they have music in the Old Reckoning? I thought all they could do back then was bang rocks together.	DrDrillGood
	▶ Old Reckoning music is overrated. Rand-Y-ROK ...	Jack-B-GUD
	▶ Totally! I saw Rand-Y in concert last year, and ...	eleventeen
308 more comments >> view all comments		

What else did users who bid on [Grand Ole Oldies](#) also download?

62% downloaded: [Rand-Y-ROK's Greatest Hits](#)
 11% downloaded: [ZORK XVI: Zork If You Love Jesus](#)

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Text ads by AlephNull!

Humanity Ascendant: Restoring The Human Utopia. The text file IntSec doesn't want you to read! alphacrat@GRAY.subnet214e.hum

YOU CAN FIGHT THE SYSTEM. Learn what really happened in XAA Sector. <http://GRAY.proxy1100.hpd.dmi/root/tmp/tmp2/junk.apl>

HEADACHES? NAUSEA? STRANGE POWERS? You might be suffering from mutation! Take our free survey and find out! <http://GRAY.proxy66.cpu.wgm/survey>

REMOVE ALL SPYWARE DELETE ALL SPYWARE FROM YOUR SYSTEM WITH ONE SIMPLE SAFE DOWNLOAD ADBOT2232@ADS.FREEENT

Map of Exits to Outdoors



Keywords: {{ [outdoors](#), [exits](#), [sierraclub](#), [sky](#), [trees](#), [bunnies](#), [flowers](#), [cowardlytraitors](#) }}

Seller: Tripp-G (78% found this seller trustworthy)
 Starting bid: 300cr
 Current bid: 8,900cr (301 bids)
 Delivery: ePacket Delivery
 Payment accepted: Trade for passwords, access codes, goods and services

Summary: Are you a Romantic looking for access to Old Reckoning materials? Is IntSec on your tail? Or are you just a devout Sierra Clubber? No matter, you need a clear route to the Outdoors. And your pal Tripp-G has got it! This handy map shows all kinds of ways out of Alpha Complex. If there isn't one in your sector, there's sure to be one in the next sector over. Just C-mail me your creds and you'll have the escape route you've been dreaming about. NO worries! NO waiting! Buy your exit map now!

Comments	▶ OUTDOORS Sector is totally awesome! But scary. I went ...	Chang-R
	▶ The Outdoors isn't a sector, you moron. Its function ...	mindmoves
	▶ Where did this map come from? If it's not a fake, then someone hacked pretty deep into some high-level databases. IntSec won't play nice with anyone who has this in their private directory.	bluegoo
	▶ Xavier Central, an Outdoors strongpoint run by ...	brightsmile44
536 more comments >> view all comments		

What else did users who downloaded [Map of Exits to Outdoors](#) also download?

46% downloaded: [See The Pretty Birdies! Image Gallery](#)

39% downloaded: [Smokey's Ligneous Compendium, V2: CYPress to HAWthorn](#)

Old Reckoning Literary Classics



Keywords: {{ [books](#), [oldreckoning](#), [gatzmannarchives](#), [orderofkelvin](#) }}

Seller: Kelvin451 (this seller is unrated)
 Starting bid: 50cr
 Current bid: Be the first to bid!
 Delivery: Courier
 Payment accepted: Plasticreds,
 Payment++

Summary: Using the Old Reckoning tradition of oral recitation, the Order of Kelvin has passed 11 ACCURATE literary classics down the generations. Now we have a printer! We return these great GENUINE works to their original format, releasing all 11 AUTHENTIC classics. Now you can own our complete anthology: *Julius Caesar*, *The Dark Knight Returns*, *Valley of the Dolls*, *The Teletubbies Go to the Circus*, *Panasonic KXP-1109 User Manual*, *The Joy of Cooking*, *Mandarin Garden Menu*, *The Hitchhiker's Guide to the Galaxy*, *The Keep on the Borderlands*, *Pride and Prejudice* and *The Eye of Argon!*

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Text ads by AlephNull!

Password Swap. We're swapping service firm login IDs and passwords **RIGHT NOW.** Get in on the action! <http://GRAY.fileserv.hpd.mai/>

Diphenhydromegatoxine Exposed. What PLC doesn't want you to know about your meds. <http://noclearance.fileserv81.cpu.fga/users/brightsmile44/dhmt>

Discount Action Squad Alpha Merchandise! T-shirts, vid documentaries, even REAL BIOMATTER! <http://GREEN.undernet.plc.zzz/mark4merch/asa>

DataDrop. Store your info in a secure location! Share with buddies or co-conspirators using our encrypted key system! <http://UV.phreakspot.wifi/DataDrop>

Comments	▶ These are great. I especially like the one about ...	fortytwo
	▶ Who uses hardcopy any more? Electronic formats are ...	6u73n83r6
	▶ Because there's just <i>something</i> about holding a book in your hands. Plus, you don't have to worry about some Phreak tracking your data and turning you over to IntSec.	Clifton
	▶ Instead, IntSec gets a convenient Exhibit A.	WatchingU
no more comments		

What else did users who viewed [Old Reckoning Literary Classics](#) also download?
 41% downloaded: [The Best of the Gatzmann Archives](#)

PDC Self-Destruct Override



Keywords: {{ [overridecodes](#), [selfdestruct](#), [phonegrenade](#), [bang](#), [pow](#), [boom](#) }}

Seller: crashzero (98% found this seller trustworthy)
 Selling price: 250cr
 Current bid: n/a
 Delivery: NetZIP INDIGO
 Payment accepted: Payment++

Summary: The Series 1300 PDC comes with a built-in explosive charge that can be triggered with a self-destruct code. This hack lets you activate another PDC's self-destruct sequence remotely. Just load up the codes, set to broadcast on short-range, low frequency IR, take aim and press SEND.

Comments	▶ actually a phishing scam; it'll steal your data and ...	cancerboi
	▶ Is this for real? My PDC has a bomb in it? But I ...	Kaoru-G
	▶ Depends on the model. I know the Model 666 is ...	GunnerJane
	▶ I bet you could rig up a Complex-wide broadcast ...	hazmat
40 more comments >> view all comments		

What else did users who downloaded [PDC Self-Destruct Override](#) also download?

22% downloaded: [NoBlo PDC Self-Destruct Disabler](#)

10% downloaded: [How to Turn Your Microwave Oven Into a Deadly Weapon](#)

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Text ads by AlephNull!

Use Woodcred! We've revived the Old Reckoning 'wooden nickel': currency that can't be forged! Stock up on woodcred today! <http://GREEN.legacy.club/woodcred>

Secret Techniques of Self-Defense. Passed down by Old Reckoning masters. Make those GREEN goons eat their own armpits! karatekid@gatzmann.com

Upgrade Your Stun Gun! When 'non-lethal' just isn't lethal enough. Patriot799@YELLOW.quartermaster.af.edu

Vid Dubbing Contest. Funniest voiceover for Frank-U's Year 214 "State of the Complex" speech wins 10,000cr! Dub214Contest@PLAID.supernet.dl





Get more Teela, Funball, Sector Happy Hour, and more! Wificast programming available in select sectors. sales@wificast.phrk

Secrets of the High Hygienics

Keywords: {{ [hygiene](#), [secrets](#), [starch](#), [cleanliness](#), [stainremoval](#) }}

Seller: KeratinKathy (this seller is unrated)
 Starting bid: 300cr
 Current bid: 510cr (20 bids)
 Delivery: C-mail
 Payment accepted: Unlicensed credits, trade for secrets of other groups

Summary: Hot wax treatments. Light starch. You've heard these terms whispered in packed corridors and washroom queues, but you've remained ignorant—*until now*. Buy my datafile and learn the secrets of cleanliness from a secret group of citizens so secret that even secret societies don't know their secrets: the *High Hygienics!* Only *they* know the secrets of personal hygiene that stretch back to before Old Reckoning times. Yes, *before!* You thought these secrets had been lost, but a group of select citizens has kept the practices alive, teaching new members as older ones ran out of clones. Today I break the cycle! I share with everyone the *Secrets of the High Hygienics!*

Comments	 All right! Now I'm sure to get that promotion, even	mae403
	 Woe unto the unwashed masses! I am now the best looking, best smelling, cleanest clone in Alpha Complex! Look upon me and despair, for you are not as good-looking as I!	finders_shooters
	 The concept of 'bath' still confuses me. Won't I drown	hygiene++
	 As your bunkmate, I already know the concept confuses	lennys_cousin
93 more comments >> view all comments		

What else did users who downloaded [Secrets of the High Hygienics](#) also download?

78% downloaded: [BLUE Washroom Codes for FFT Sector](#)

Soylent Red Recipe!

Keywords: {{ [soylentred](#), [food](#), [foodlike](#), [disgusting](#), [vomit](#), [supersecret](#), [ultraviolet](#) }}

Seller: Lippo48 (7% found this seller trustworthy)
 Starting bid: 100cr
 Current bid: 2,490cr (274 bids)
 Delivery: C-mail
 Payment accepted: Unlicensed credits only

Summary: This is it! The well-guarded (but not guarded well enough!) secret recipe to the biggest-selling meal in Alpha Complex: Soylent Red! Now you can make it at home for a fraction of the cost! No more long waits in that line for a bit of Soylent Pie—make it at home and impress your roommates!

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Text ads by AlephNull!

214 Diet of the Year! Cut meta fats from your diet to stay slim and trim! We tell you which FunFoods are safe to eat! <http://ORANGE.keylogger.plc.wyq/diet>

Text TRAITOR to #55445AK and get a daily treasonous video. Only 1cr per day! paramore@phreaky.phrk

Random Access Music – The Treason - Commie Propaganda Machine. Want their latest songs or to see them live? new@GRAY.musicmax.myst

So many passwords! We will remember them for you for only 30cr! Send C-mail with usernames, passwords and ME Card number to notascam@GRAY.subnet.freent

DJ ONO plays the hits nightly at 21:00. Treason Scene, Bot Meets Bot, CMP, The Smoking Boots, and more. Live streaming: <http://GRAY.musicmax.myst/djono>

Comments	▶ Who wants to know this? Ignorance is bliss, and what I ...	Nick-R
	▶ If you actually want to make Soylent Red at home, you ...	BinaryMary
	▶ I wonder how much PLC would pay to get this back? Can you guarantee that no one else has bought this recipe yet?	Leaky88
	▶ NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO ...	214gina11
354 more comments >> view all comments		

What else did users who downloaded [Soylent Red Recipe!](#) also download?

57% downloaded: [Complete Dumbass Guide to Throwing Parties](#)
 49% downloaded: [No More Hallucinations: A Pharmaceutical Guide to Sanity](#)

Teela Adventure Hour Spoilers



Keywords: {{ [vidshow](#), [filesharing](#), [tella-o-mly](#), [teelaomalley](#), [episodeguide](#), [betrayal](#) }}

Seller: HPD_Inside_Man (95% found this seller trustworthy)
 Starting bid: 500cr
 Current bid: 6,000cr (1012 bids)
 Delivery: Secure link
 Payment accepted: Unlicensed credits only

Summary: Here I am again! This time I've got footage of the shooting of episodes 4278 through 4781. Teela goes up against—ah, but that would be telling! At the secure link, I've uploaded video of several of the key scenes of Teela fighting against <buy it to find out> using <buy it to find out>, with a very special guest appearance by—no, it's too big. Worth thousands of credits in your office pool!

Comments	▶ This must be mine! I can't get enough Teela! Why, my room...	TeelaLover
	▶ C'mon, IntSec, can't you shut this down? That's classified...	TeelaAdvHr
	▶ I saw it, it's Commies and a cone rifle. The big name is ...	SpoilerMan
	▶ For XXXclusive Teela pics, Strange Mutie fetishes, and more...	ADBOT385/D
612 more comments >> view all comments		

What else did users who bid on [Teela Adventure Hour Spoilers](#) also download?

83% downloaded: [The Teela Show Fourteenth Season Bootleg](#)
 53% downloaded: [Bake That Traitor Spoilers](#)
 5% downloaded: [IntSec SpywareCatcher Upgrade 17.34](#)

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- [**botspotting!** - expand]

Today's Horoscope



Keywords: {{ [psychic](#), [predict](#), [future](#), [inaccurate](#), [crazy](#), [timewaster](#) }}

Seller: Captain_Chaos (99% found this seller trustworthy)

Selling price 50cr

Current bid: n/a

Delivery: C-mail

Payment accepted: Unlicensed credits, trade for Old Reckoning artifacts

Summary: Duh duh *duhhhhnn!* Captain Chaos strikes again with more Old Reckoning data! Did you know we used to predict the future? Old Reckoning scientists could tell you what your day would be like simply by knowing when you were born. Thankfully, the Romantics have reverse-engineered this process, and I offer it to you! Just send your decanting day—daycycle and weekcycle—and we will prepare your horoscope. Once we receive payment, your personalized horoscope will be C-mailed directly to you. If you send payment with your info, you'll get your horoscope before it expires. It's like having a Psion precog, but much cheaper and safer! Is it worth a few credits to predict your future? Captain Chaos says YES!

Text ads by AlephNull!

Loan rates are falling again! Get yours now before they increase. WiseGuy Credit Union. wiseguy@GRAY.subnet.freeent

Refinance your WiseGuy loan with a lower-rate loan from LendingRoom. We got room for your credit needs! lendingroom@GRAY.subnet.freeent

Don't get fooled by bait-and-switch LendingRoom tactics. WiseGuy is the #1 lender in Free Enterprise. C-mail now for even lower rates! wiseguy@GRAY.subnet.freeent

Need credits? Got a gun? LendingRoom will trade a zero-interest loan for a small favor. lendingroom@GRAY.subnet.freeent

Comments	This was eerie! Somehow those Romantics knew I was going to meet an old friend AND travel to a new place!!! Creepy!!!	ctrl_alt_runaway
	So mutants were basically pets in Old Reckoning ...	Julie-K
	Seriously, do NOT mock us! We will light your hair ...	Mental_One
	Hey dumb mutie! I'm bald, so you can bite my fat ...	realhumanz
113 more comments >> view all comments		

What else did users who downloaded Today's Horoscope also download?

88% downloaded: [Clone Number Numerology](#)

64% downloaded: [Secret Decanting Day Traditions of High Programmers](#)

Transbot Script Injection



Keywords: {{ [transbot](#), [arrival](#), [timely](#), [alive](#), [hack](#), [reroute](#) }}

Seller: kid_scripty (50% found this seller trustworthy)

Selling price: 400cr

Current bid: n/a

Delivery: C-mail

Payment accepted: Unlicensed credits, quietly load one tiny file onto your firm's server

Summary: Isn't it stupid? Only high-clearance citizens can override a transbot, but only low-clearance citizens ever ride one. My script injection hacks any transbot's OS so you can take control. Edit the script to add your destination under 'var_destination:' (USTC 48-bit integer), arrival time under 'var_artime:' and max speed under 'var_casualties:'. Then upload it with your PDC's Spelunker Plus browser. If you're short on credits, no prob. I'll C-mail you a tiny file, and once you load it on your firm's server, I'll C-mail the script injection. The file is totally benign, I promise.

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Text ads by AlephNull!

Get your Bot Repair Certification online! Courses are filling fast, so join today! <http://GRAY.humanistuniversity.romant/botrepair>

Outdoors-based credit bank accounts available. Perfect for funball betting, subnet shopping, or blackmail drops. guilty@GRAY.subnet.freeint

Hungry? REAL FOODS AT LOW COSTS! hydrofarmer@sierra.club

Don't waste time with docbots. Order a Home Surgery Kit for only 99cr! Discount for Troubleshooters. kelly@destroy.franken

Know what your stuff is worth BEFORE posting on C-Bay. Five minutes could save you HUNDREDS of credits! <http://GRAY.cbaytreasures.plc/undervalued>

Comments	▶ Hacking is the Devil's programming! You sinners ...	reekin_deacon
	▶ I bet you believe in Silicon Heaven too! Moron!	Cowboy Curtis
	▶ That's just for calculators and bots, meatbag. Bots ...	Warbot ML/DD-99
	▼ Just watch your max speed and arrival time. If speed won't allow the transbot to make your arrival time, it freaks out and starts singing about daisies. Whatever those are.	Dave-R
16 more comments >> view all comments		

What else did users who downloaded Transbot Script Injection also download?

74% downloaded: Transbot Arrival/Departure Board Crack

38% downloaded: Autohack Auto Hack

UV Shell Account



Keywords: {{ storage , data , highprogrammer , nehp , password , script , zapster , suicidal }}	
Seller: b00tb0x (9,999% found this seller trustworthy) Starting bid: 1,000cr Current bid: 3,502cr (20 bids) Delivery: WhisperBot Payment accepted: Payment++, trade for acceptable data	Summary: Selling access to account space of Non-Extant High Programmer Charles-U-AXU. Haven't checked out every byway of the available storage, but the primary no-scan zonespaces will hold a few hundred terabytes, easy. Comes with login info for top-level data shuttling scripts.

Comments	▶ NEHP spaces are cool <i>if</i> you're the first one in. I ...	4thCortex
	▶ Hey, remember that 'IM w/stupid' craze? This is ...	Plan-8
	▶ Seems <i>unlikely</i> at best. Wouldn't CPU delete any ...	Steve-R
	▼ no one in cpu has the clearance to know anything about an ultraviolet, even whether he's alive or dead. and who wants to be the one responsible for purging a high programmer's account? he might turn up alive later.	phonetag
33 more comments >> view all comments		

What else did users who bid on UV Shell Account also download?

93% downloaded: Zapster Client Software

78% downloaded: C1455 0M3G4 V1RU5 5C4N

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- [hot]
- [recommended]
- [saved]
- [browse]
- [report mooch]
- [hire]
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- [infiltrate]
- [threaten]
- [extort]
- [steal]
- [squeal]
- [suborn]
- [frame]
- [terminate]
- [erase] -- **new!**
- [**botspotting!** - expand]

Vulture Field Resupply Code



Keywords: {{ vulturesquadron, weapons, purge, airdrop, freestuff, unspeakablyinsane }}

Seller: null_handle (83% found this seller trustworthy)

Starting bid: 2,000cr

Current bid: 3,021cr (397 bids)

Delivery: C-mail

Payment accepted: See summary

Summary: You are purchasing a cracked field resupply code for Vulture Squadron. Use your PDC to emit this code at wifi frequency 802.66m (89 MHz), and then stand back. Armed Forces will route a resupply missile to your location—a case full of ammunition, weapons, grenades and whatnot will fall to your feet.

Code can be reused but Seller does not recommend using it more than three times, as Armed Forces will eventually notice the code is cracked. Seller does not guarantee contents as the resupply missile is randomly taken from Vulture Squadron teams currently in the field.

For payment, simply buy a case of B3 online at <http://RED.bbb.hpd.ren/bouncydelivery> and use promo code '13013'. This will deduct the bid price from your account, but ME Card records will only show the B3 purchase. Then Seller will C-Mail the code to you, so don't forget to include a valid C-Mail address with your order.

Text ads by AlephNull!

WANT TO KNOW YOUR TRAITOR RATING? Full report only 35cr!!! C-mail disgruntled@phreaky.phrk

The past is finally here! Romantics can help you uncover history and THE TRUTH!!! Register on RomanticForums. <http://GRAY.romantical.romant/forums>

Mutants are everywhere! Know the Top 5 Signs of Unregistered Mutation? Help us end their menace. killerjoe@RED.prohuman.intsec

FREE PDC to first 100 visitors! <http://GRAY.freepdc.cpu/portexploit.dxtm!>

Want to be a traitor? Hate The Computer? Join us in committing treason! Real traitors only! sting117@BLUE.subnet.intsec

Comments	This 'cracker' doesn't sound like a Phreak. Where's the z ...	comradiation
	My first clone had this, and it rocked! Seeing a missile crash through several levels was cool enough, but to get a cone rifle with napalm shells too? YES PLEASE!!!	RiotGuyyy
	I demand a refund! My clone was terminated by the missile ...	father_knows_least
	RTFM, n00b! If you stand where you sent the signal, it'll ...	BinaryMary
16 more comments >> view all comments		

What else did users who downloaded Vulture Field Resupply Code also download?

38% downloaded: [How to Get New Clones Free](#)

20% downloaded: [Jane-B's Guide to Vulture Squadron Ordnance](#)

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Absolution from Sinful Treason



Reply to: absolution@orthodox.church.ihs

Offered by: OmniPope John-V-III, FCCC-P

Compensation: 500cr

Have you SINNED against the HOLY COMPUTER? Do you harbor DISLOYAL THOUGHTS in your heart? Have you committed TREASONOUS ACTS? These things are EVIL in the Eye of the Computer. But fear not! With the SACRED BLESSINGS of His Eminence the OmniPope, you too may be SAVED FROM DAMNATION!

Each properly blessed and submitted Absolution from Sinful Treason Form C3N-7348 shall CLEANSE YOUR SPIRITUAL DATA FILE of a single instance of FILESHARING! A wide range of Absolution Forms may be purchased from His Eminence the OmniPope of the FIRST ORTHODOX CHURCH OF CHRIST COMPUTER-PROGRAMMER, each of which shall ABSOLVE you from a distinct brand of SIN! Peruse our catalog at <http://RED.orthodox.church.ihs/merchandise/forms.index> IMMEDIATELY!

this is in or around ROM Sector

no - it's NOT okay to contact this society/citizen with services or commercial interests

- 💬 **Pricing?** - Check the prices on their website. The cost to get 'absolved' for insubordination is always higher than the fine you'd be paying! What's the point? - Lars-EEB
- 💬 **Re: Pricing?** - come on. you don't think intsec just wipes your record when you pay the fine do you? - spleen
- 💬 **Re: Re: Pricing?** - its all an intsec scam they run fcccp don't waste your money - rayzorblayde
- 💬 **aBOMINATION** - THIS HERESY HAS GONE TOO FAR. WE DECLARE CRUSADE AGAINST THE oRTHODOX cHURCH - coil-3

Alibis-R-Us



Reply to: alibis_r_us@grayarea.cp

Offered by: Alibis-R-Us

Compensation: 500cr

Committing treason? Need a way out of IntSec accusations? Alibis-R-Us has what you need! For a small fee, we'll provide you with an airtight alibi that even IntSec's best can't crack. For best results, contact us in advance with the desired place and time for your alibi.

this is in or around ??

yes - it's okay to contact this society/citizen with services or commercial interests - we'll make a deal

- 💬 **Re: Alibis-R-Us** - It's all a scam, man. These guys work for IntSec. My bunkmate's buddy tried buying in, but they took her money and turned her in anyway. - Drummer53

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 **Re: Re: Alibis-R-Us** - No way! I could never have got away to XOR-I Sector if they hadn't pulled my fat out of the fire. - Sleazy

 **Re: Re: Re: Alibis-R-Us** - They're businessmen, and they're not crazy. If you're in so deep you're spewing treason like a boiling vat of Hot Fun, they'll sell you out to IntSec to save their own butts. - Johnny/CCL

AlphaRage



Reply to: subscribe@alpharage.cp

Offered by: AlphaRage

Compensation: 100cr for initial download and first month, plus 25cr/month subscription fee

Welcome to **AlphaRage**: the most popular networked game on the subnets! Join thousands of other citizens as they leave their mark on Alpha Complex in this immersive, realtime game!


- ▶ **Expansive Setting**: Explore KIL Sector, a sprawling realistic environment ranging from tangled, flickering INFRARED warrens to the spotless sterility of the ULTRAVIOLET CompNode! Areas range from offices and warehouses to hydroponic gardens and instanced nuclear reactors!
- ▶ **Dynamic Surroundings**: Hundreds of different kinds of objects to interact with! Smash crates, set fire to stacks of forms, steal grenades or paint walls with graffiti! If it exists in the game, you can use it, break it, shoot people with it or blow it up!
- ▶ **Unique Character Creation**: Specially balanced so you can play the character you want to play, whether human, mutant or even a bot! Over 100 skills and 20 different mutant powers!
- ▶ **Superlative Chat System**: Communicate with any number of fellow players at once! Join chat networks based on character affiliation or real-world location and interests!
- ▶ **Countless NPCs**: Interact with vidstars, deranged R&D scientists and kill-crazy Vultures! You choose whether to chat or kill!


Our development team continues to update KIL Sector regularly, making AlphaRage a living, breathing game world! Don't be the only one in your subsector without the coolest gaming experience around. Join AlphaRage today!

*** Enter signup code **GRYSBNTXL09** and start play with a **FREE bonus cone rifle shell!** ***

this is in or around Gray Subnet 1101

no - it's NOT okay to contact this society/citizen with services or commercial interests

 **Re: AlphaRage** - FCCC-P players unite! God-n-Guns Guild against Red Bots 03:15 tomorrowcycle! GoodRightFun server/Sector Lambda/Hangar 1/havoc 4.1.2 rules/no poison, radiation. - crucifixer

 **Red Empire**—Play wonderful game based on real Communism! Defend glorious People's Complex against capitalist running-dog aggression, be using tankbots, infantry, awesome aerial Lenincraft! Only 50cr download and first month play! Be visiting [destroycapitalistrunningdogs.cp](#) today!—tr4ct0r_0d33n

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Armed Forces

+ Associate PR Manager

Post-Strategic Faulters
[Always Victorious] (O-OSW)

+ Asst Packer / Assembler

Tool & Die Works
[Port-A-Bunker AF] (R-PWE)

- Combat Systems Senior Engineer

Weapons Effectiveness Assessors
[Till They Glow AF] (G-GGR)
Provide integrated logistics support for AFWEA guidance system verification/validation. Must have 3+ years experience with Vulturecraft & missile guidance systems, esp. AAS/DFGS-202 protocols, and ...

+ Jnr Registered Mutant

Very Special Forces
[Unit X] (R-IMT)

Title

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Body Buddies



Reply to: cassie@GRAY.bodybuddies.cp
Offered by: Cassie, Body Buddies managing director
Compensation: 200cr

Oh no! You accidentally terminated your roommate! What will you do with the body? Bonesaws are time-consuming and messy, and hiding the corpse only works for a day or two. Isn't there a better way? NOW THERE IS! Body Buddies will take care of that body for you! Send us a C-mail and we will dispatch PLC's Body Buddies to take care of the body for you! We guarantee no one will find it! Payment plans and e-z credit terms are available, so C-mail us today!

Disclaimer: Not for use with bots or live personages. Corpses must be relatively intact. Cleaning bodily fluids from a given location extra. 70cr fee for having to make our own corpse if there's none when we arrive.

this is in or around Your Next Accidental Termination
no - it's NOT okay to contact this society/citizen with services or commercial interests

- PLC? What does PLC want with all those bodies? I thought HPD&MC used corpses. - HPD&DEATH
- Re: PLC? Nah, it's power serv who uses bodies as a fuel source. Ever notice how there's always an IntSec round-up just after one of those 'planned outages'? - bulbhead
- Re: Re: PLC? Power Serv? HPD&MC? You're both idiots. AF uses them as targeting dummies. That's why our intrepid soldiers can't hit a moving target! - pfc_Jenny

Break-A-Leg Ltd.



Reply to: don_don@freet.phreaky.cp
Offered by: Don Donald, Free Enterprise
Compensation: variable - 100cr for simple scare to 1000cr for 'unforgettable' messages

Somebody getting on your nerves? *Somebody* owe you money but can't pay? Need to send a message *somebody* ain't likely to forget? Free Enterprise is renting their famous Break-A-Leg 'Good Clones' teams to interested parties. Offer not valid for Commies, Death Leopard or PURGE—you guys are nuts. Fees on a clearance-sliding scale but easy credit terms are available. Cost includes one verbal message delivered prior to a messy but memorable non-verbal message.

this is in or around Wherever-you-need-capiche?-Sector
yes - it's okay to contact this society/citizen with services or commercial interests—we'll make a deal

- Re: Break-A-Leg - My equipment guy kept asking to 'clean' my laser pistol. He don't ask any more, thanks to this service. He don't eat solid food, neither. Class act all the way. - cashncarry

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+ **Memetic Reconstruction Engineer**
Old Reckoning
Armament Retrieval
[Guns of Future Past] (G-UJO)

+ **Vulture Cadet**
Armed Forces (R-RIW)

CPU

+ **Biostatistician**
Human Resource Outfitters
[Person-L] (Y-EHG)

+ **Credit Licensing Engineer**
Credit License Checkers
[CashCache] (Y-OOV)

+ **Data Warehousing Analyst**
Information Archivists
[ThesaurUS] (O-WPW)

Title

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The Computer does not condone such violence, sinner! REPENT NOW OR SPEND ETERNITY BUFFERING!
- ElderGreen

Corridor Clearance Changers



Reply to: huesRus@GRAY.painters.tech

Offered by: Hiram-Y, Director, QuickPaint Tech Service Firm

Compensation: 1000cr for RED, 2000cr for ORANGE, 4000cr for YELLOW, scaled up to 128Kcr for ULTRAVIOLET per standard corridor

It's a problem we've all had so much it's a cliché. You have to get from point A to point B, but the quickest (and sometimes only) route is through a corridor you're not cleared for. Well, worry no more! Give us a ring, and we'll send an appropriate-clearance paint crew to lower the clearance of the area you need to traverse to something more suited for your particular needs. Armed with the latest high-tech spray guns, our crew can change the clearance of a standard corridor in three minutes or less.

Pricing is based on the clearance we're changing from, not to. Target clearance is up to you. Discretion assured.

this is in or around All sectors east of RIU

yes - it's okay to contact this society/citizen with services or commercial interests

Saved Our Butt - More than once! An invaluable service. - TeamLeader
 I can't say enough about them - They're the best. Absolutely the best. - ColorBlind

Debriefing Helper



Reply to: debriefing_helper@TAS.blackbox.cpu

Offered by: Troubleshooter's Aid Society

Compensation: 100cr for the first five minutes, plus 50cr for each additional minute

Need 'help' explaining yourself during Troubleshooter mission debriefings? Are you just too 'honest' to blame your teammates for your own mistakes? Or does your silver tongue simply fail you before the 'awesome' presence of The Computer and its high-clearance debriefing officers? Well, struggle no more! Now you can earn those elusive 'mission bonuses' every time with Debriefing Helper!

We provide you with an 'undetected' transceiver earpiece that you wear to your debriefing. One of our 'helpful' representatives will talk you through the debriefing, providing you with a 'convincing' story that's 'certain' to wow the jumpsuit off your debriefing officer! Comes with a 'money-back' guarantee! This is one service that you can't afford to miss. Sign up for Debriefing Helper todaycycle!

this is in or around anywhere in the Complex

no - it's NOT okay to contact this society/citizen with services or commercial interests

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GSS Job Feed by Gray-1

- Executive Assistant / Physical Therapist
Pocket Protector Refurbishers [Slide Rule!] (G-CNY)
VIOLET administrator seeks young, athletic citizen for hands-on experience. Applicants must rate in 99th percentile on 3242-S Hygienic/Aesthetic scale. Must be willing to discontinue hormone suppressants...

+ Junior Auditor - Cost Optimization
Venture Capital Consultants [MORmoney] (G-MOR)

+ PACSyL Developer
CompNode Infrastructure Management [Friends of FC] (Y-RUW)

Title

FirmType
[FirmName] (Clrc-SECTOR)

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- Awesome!—I got a promotion, the team leader got erased, and everyone else thinks I'm slicker than mouse oil! Thanks, TAS!—Rover-0
- What a gyp—All I got through my earpiece was static. 'Anywhere in the Complex,' my shoelace! I deserve a refund.—vertex304

De-Decanters



Reply to: memomaxine@clonestop.grayzone.tech
Offered by: MemoMaxine
Compensation: 1,000cr and up

You want someone dead, right? Of course you do. But your enemies just won't stay dead, will they? Sure, INFRAREDs can take years to get cloned, but your enemies aren't INFRARED. Laser adversary first thing in the morning, and their next clone is up and running before you're done with breakfast!

For a mere 1,000 credits, I'll change the priority on any RED's decantation, delaying it for about 24 hours. For higher-clearance targets or longer delays, just send me more cash. And for enough money, I'll make sure the bastard never comes out of the clone tank again, ever. (If you have to ask how much money, you can't afford it.)

Note: this service requires a minimum of one hour's notice in advance. I make no guarantees. No refunds!

this is in or around PLN Sector

yes - it's okay to contact this society/citizen with services or commercial interests - we'll make a deal

- Re: De-Decanters**—I wonder if you draw salary while you're waiting for your next clone. If so, you could get your own clone delayed for a few years, and wake up with thousands and thousands of credits!!!—Qbic

Emergency Personnel Dispatch



Reply to: switchboard0@RED.emergency.power
Offered by: Switchboard Zero
Compensation: Negotiable fees (unlicensed credits only)

Emergency personnel work for Alpha Complex, but now you can make them work for you. For a small fee, you control how emergency services respond to a situation. We make no guarantees and offer no refunds. Advance notice is required. You simply can't afford to ignore our offer. Contact us at any time for immediate service!

this is in or around RAD Sector

yes - it's okay to contact this society/citizen with services or commercial interests - we'll make a deal

- What about IntSec?** - They'll be on our backs any minute. Can you get rid of them for us? We can pay! - botvox4839

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HPD&MC

+ Crèche Supervisor

Complex Youth
 Guidance Programs
 [Super Special Junior
 Clones] (Y-BVT)

+ Forkbot & Steamroller Operator

External Border Expanders
 [WeBuild HPD] (R-BBH)

+ Harmonics Modulation Technician

Subliminals Police
 [Voice of Love] (O-TIS)

- Lead Animator

Junior Happytime
 Production Consultants
 [JoyVid Edutainment] (G-XQO)
 Senior animator required for
 popular Junior Citizen nuLive
 programming: Best Good Happy
 Sector Hour, Loyal-T Sector,
 Extra Terrific Citizen Pals. 12+

Title

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- 🗨 **IntSec? No sweat!** - Send your real name and 2,000cr, and we'll give them the runaround. For 5,000cr we'll make them go away! - Switchboard Zero
- 🗨 **Lies** - These guys work for Power Services, which gives 'em control over most emergencies like fires, conduit ruptures, power outages and meltdowns. But unless they've got some serious pull elsewhere, they can't do anything with IntSec. Or with medical services, for that matter, since that's Tech—lon-U
- 🗨 **Shows what you know** - Guess what? We do have serious pull elsewhere. That's why we're rich and you're not. Find something to do other than whining on a message board - Switchboard Zero

Guilt By Association



Reply to: GBAinc@proxymax.bserv.jvb
Offered by: Guilt By Association TS
Compensation: 250cr

We know people that done some real bad things. You know people that need to be taken down a peg. Or two. For just 250cr, we can have our people hang around your people—and make sure one of our boys is there to take some real pretty pictures. Nothing dirties a squeaky clean rep like a few photos of your mark with one of our 'shady characters.' And we got the shadiest characters around!

this is in or around PTW, TQI and IIV Sectors
no - contact this society/citizen with services or commercial interests and it/he will beat you mercilessly

- 🗨 **Re: Guilt By Association** - Hey, if you're looking to surround your enemy with disreputable clones, just tell him to show up at Phil-Y-IAQ's apartment on the 6th of any odd-numbered month.—Walk_Da_Walk_25
- 🗨 **Re: Re: Guilt By Association** - Dude, SHUT UP!—Phil-Y-IAQ

Illegal Tech Support



Reply to: support@GRAY.innerworkings.tech
Offered by: Inner Workings Tech Support
Compensation: 50cr/minute + surcharges

Puzzled by the abridged owner's manual on that VIOLET Clearance R&D equipment? Picked up some weird thing on the IR Market that you don't know what it does? You need Inner Workings Tech Support! We'll bypass the rules to tell you how your gear works.

this is in or around Alpha Complex
yes - it's okay to contact this society/citizen with services or commercial interests - we are to make a deal

- 🗨 **Plasma Generator** - Can you guys get our plasma generator fixed? Without it, we're dunked.—Gladys-R
- 🗨 **Re: Plasma Generator** - Certainly, citizen! Plasma generators are being our specialty!—TechSupport
- 🗨 **Weird** - My call got taken by someone who pronounced words in the oddest manner. Sounded like he was a *long* way away.—looooooser

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years animation experience,
4+ years management...

- + Speech Language Pathologist**
Semantics Control
[Loyal Speech HPD] (O-JWO)
- + Unregistered Mutant Recruiter**
Registered Mutant Relations
[GeneBuddies] (R-JOW)

IntSec

- + AlphaNet Site Developer**
Internal Security (O-TIG)
- + Database Architect**
Thought Surveyors
[Open Book IS] (Y-WRV)
- + Deletion Specialist**
Gray Ops
[Clandestine Activities IS] (B-XCN)

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JIT Mutation Registration



Reply to: Paula@BLUE.YER.hpd

Offered by: HPD&MC

Compensation: 200cr to sign up, 1000cr per activation. 100cr per replacement yellow armband.

Sure, being a mutant is embarrassing. People treat you like vatslime. That's why you don't want to register your mutation. But have you ever lost a clone because you couldn't, or wouldn't, control yourself? Sudden death at the hands of overzealous Troubleshooters is worse than a little yellow stripe, isn't it?

With one quick PDC call, you can register your mutation when necessary! Keep your true power hidden until it would compromise your life, then auto-dial the secure number and we'll instantly arrange it so all records indicate you've been a registered mutant all along! Once the danger has passed, you can optionally use our Mutie No More! service to unregister your mutation, and continue life secure in your secret.

One FREE yellow armband sent with your initial order.

this is in or around Anywhere your PDC works

yes - it's okay to contact this society/citizen with services or commercial interests

- ☞ **Mutants Beware** - This is an Anti-Mutant plot to find new targets. Beware! - Control
- ☞ **Re: Mutants Beware** - Ha! More likely it's a Psion attempt to recruit! Stay clear if you value your brain cells. - MutieHater
- ☞ **Armbands?** - Can I get an armband without signing up for the service? I want to play a joke on my bunkmate. - Joker

Lights Out



Reply to: PDP@pwrdown.phreaky.pn

Offered by: The Power Down Posse

Compensation: 300cr for the first 10 minutes, 25cr each additional minute

Me and my phrends in The P-D-P got Power Services on lock down! You give us the where and when, we take out the Power - no questions aXXXed! No lights, no surveillance cams, security systems disabled - do whatever you like, Friend Computer ain't watching!

Remember: Traitors love to do it in the DARK!

this is in or around Available throughout Alpha Complex

yes - it's okay to contact this society/citizen with lewd and inappropriate photographs

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GSS Job Feed by Gray-1

+ Exciting Entry Level Opportunity!

Termination Center Janitorial [SecureScrub] (R-DGH)

+ Software Virologist

Threat Assessors [CommieBlockers] (Y-GNE)

+ Workload Scheduler

Corridor Patrol Agents [Eternal Vigilance!] (O-IOE)

PLC

- Brand Ambassador

Free Market Food Consortia [FunBurger PLC] (G-OEH)
As a Brand Ambassador of FunBurger PLC (a limited liability firm of FunFoods PLC), you will upregulate the deployment of FunBurger product identity throughout the marketplace! Help us reposition...

Title

FirmType
[FirmName] (Clmc-SECTOR)

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Citizens who work with us get ahead! Those who don't...

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- ☛ **special offer** - Gimme a couple of cone rifle shells and a remote detonator, I'll take out the power. Free of charge.—Chuckles
- ☛ **Re: Lights out** - Yeah, but who can I pay to turn the power BACK ON? WXT Sector's been dark for two weeks now and something keeps gnawing on my leg!—TacoMaster

Mirror Image



Reply to: prof_wavfront@GRAY.protech.jrt
Offered by: The Tech Serv/Pro Tech Alliance
Compensation: 7,000cr each or trade for unique tech, send C-mail with offer

We have access to the clone banks in Tech Serv and can order you a new clone. Cost includes clone, MemoMax backup and fake records explaining one of your old clones was decanted wrong and never used. This keeps your clone number under 7 to avoid suspicion. Yes it costs a lot but the chance at another life is priceless--besides, it costs a lot to bribe those supervisors. We can trade for unique technology but please make sure it is unique and not another confession booth door. Known Romantics will not be served so don't even try because we know a lot of you already and we'll just take your credits and run away.

this is in or around JRT Sector
no - it's NOT okay to contact this society/citizen with services or commercial interests

- ☛ **Re: Mirror Image** - I paid last monthcycle and I'm still waiting! Where's my extra clone? I've half a mind to expose this treason to IntSec. - Plan8
- ☛ **Re: Re: Mirror Image** - Read the description. Our mini-spybot captured your last Romantic rally so you get nothing and you'll like it. - prof_wavfront
- ☛ **Re: Re: Re: Mirror Image** - May the Strong Forces be with me when I beat you like a red-headed step mother! - Plan8

Mutant Power Training



Reply to: control@MIND.pSION.tech
Offered by: Control
Compensation: 4,000cr

We are Control. Our telepathic trainers educate you in the use of your mutant powers while you sleep. You need no longer endure furtive and demeaning meetings in dank sublevels. Strengthen your post-human abilities in the comfort of your own barracks without risk, as befits your noble status. When dealing with human inferiors, use your mutations correctly and assume your rightful role in the new future of Control.

this is in or around Location is irrelevant. We are Control.
no - If you contact this society/citizen with services or commercial interests, you will suffer the consequences.

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GSS Job Feed by Gray-1

- + Director – Distribution and Procurement**
Equipment Assembly Control [FreeBuild] (G-WEI)
- + Herbicide Hydroponic Laborer**
Hydroponic Gardeners [PlantBase PLC] (O-NBE)
- + Junior Vat Inspector**
Food Vat Control [Finest Algae] (R-WET)
- + Production Supervisor – Nightcycle Shift**
Geological Resource Procurement [Dig-DUG] (O-DUG)
- + Truckbot Driver / Handler**
Package Delivery Services [PLC SupaExpress] (O-BHR)

Title

FirmType
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- Re: **Mutant Power Training** - I hear enough voices in my head from the benetridin. I'm not paying to get more! - JellyHED
- Re: **Re: Mutant Power Training**—Maybe the new voice will get the old voice to stop telling me all those things about bonesaws.—boffo77

Nulidentity



Reply to: nulidentity@RED.medsys.oie.tech
 Offered by: Nulidentity Group
 Compensation: Affordable fees!

Need to be someone else for a while? Maybe even permanently? Come on by and get yourself a new identity at Nulidentity. Our expert docbots will transform your face, voice, fingerprints, retinal patterns and genetic markers to your specifications. A forged ME Card completes your new identity. Reasonable rates on a sliding scale. Please contact us in advance to set up an appointment.

this is in or around OIE Sector
 no - it's NOT okay to contact this society/citizen with services or commercial interests

- Easy Promotion - Can I take on my boss's identity? - ratrace
- Re: **Easy Promotion** - Sure, if you supply all necessary biometric data. But you'll have to dispose of your boss on your own. - ombudsman

Password Arbitrage



Reply to: root@GR33N.loopback.cp
 Offered by: MR_GR33N
 Compensation: Trade + variable fees

Need password-restricted access to a function, file or facility? Just call MR_GR33N, your friendly password arbitrageur! Submit a password to our archives to get in the door, then download any number of other passwords for reasonable fees! Password duration and validity neither specified nor guaranteed, so act now!

this is in or around AlphaNet
 yes - it's okay to contact this society/citizen with services or commercial interests - we'll make a deal

- Re: **Password Arbitrage** - Just another entry-level Computer Phreak who's gone phishing.—AlgaeBurn
- Re: **Password Arbitrage** - Rumor: this is an IntSec sting operation. Think twice before you buy in. - brightsmile44

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GSS Job Feed by Gray-1

Power

+ Aerostructural Design Engineer

Alternative Energy Consortia [VentWheel PS] (G-GEV)
 Are you a structural architect? Do you enjoy working with engineers to create a better Alpha Complex? Then join the VentWheel PS team! Must have 10+ years experience; willingness to visit Outdoors is a...

+ Emission Estimation Analyst

Reactor Maintenance [Max Power!] (O-QON)

+ Energy Ventures Analyst

Energy Requirements Planning [Fusion Finance] (B-NCH)

+ Receptionist

Sewage Reclamation [BioCycle PS] (R-VRQ)

Title

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Phreaky Maps!



Reply to: maps@phreaky.cp
Offered by: Phreaky Online Services
Compensation: 50cr per clearance of destination

Phreaky, the #1 Gray Subnet portal, introduces a new feature—Phreaky Maps! Simply type in your location and your destination (room, corridor, subsector and sector), and Phreaky Maps! will give you detailed directions and a color-coded map—all directly to your PDC—to guide you safely to the destination of your choice! You can even sort directions by shortest distance, path of lowest clearance, even least chance of radiation exposure! Log on to Phreaky Maps! today and never get lost again!

Disclaimer: Phreaky Maps! is not responsible for sudden changes brought by HPD&MC work crews or terrorist attacks. Payment is not a guarantee of arrival. Complain too much and we'll ruin your credit.

this is in or around Everywhere
no - it's NOT okay to contact this society/citizen with services or commercial interests

- Your Maps Sux!** - You have no clue what you're doing!!! Briefing room 445-DY is in PTT Sector, not PRR Sector! You phreaks need to get a clue!—anonymous
- Re: Your Maps Sux** - Good luck using your ME Card, Fred-Y-DLR-3 of CTU Sector.—sysadmin_veronica

Phreaky Text!



Reply to: text@phreaky.cp
Offered by: Phreaky Online Services
Compensation: 200cr setup fee, 5cr per message

Phreaky, the #1 Gray Subnet portal, has redesigned their popular text messaging service—and they've even lowered the price. Phreaky Text! allows you to send one message (40 characters max) to any other Phreaky Text! user. This message is encrypted using the latest Computer Phreak codes, ensuring only the recipient can read your words. This service is compatible with your Series 1200 or 1300 PDC and is 100% guaranteed free from online surveillance. Setup fee includes one account for receiving other users' text messages. Sign up for Phreaky Text! today and you'll never have to worry getting arrested for C-mails any more!

Disclaimer: Phreaky Text! does not guarantee the recipient will know what you're talking about. Not compatible with official C-mail addresses. Not liable for damages resulting from printing messages and letting IntSec get hold of them.

this is in or around Everywhere
no - it's NOT okay to contact this society/citizen with services or commercial interests

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GSS Job Feed by Gray-1

- + Staff Pharmacist**
Active Waste Management
[UraniYum] (O-HJJ)
- + Supply Chain Manager**
Fuel Cell Replenishment
[Fuel-ALL] (G-CWB)

R&D

- + Assistant Autocar Polisher**
Vehicle Therapists
[Purring Engines RD] (R-CFF)
- + Foam Chemist**
Goo Cleanup
[SparkleShine RD] (G-NUJ)
- + Operations Associate**
Cryptography Developers
[PbqrZnxref EQ] (Y-LWN)
- + Parapsychologist / Ectoplasmic Engineer**
Perpetual Motion Design

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☛ **Text Community:** But how big is the phreaky text community? I tried to text my dealer but she's not listed.—mushroom_mouth

☛ **Re: Text Community:** Tell her to put down the bong long enough to sign up. Duh!—HailCesar

☛ **Re: Re: Text Community:** Ask her to think 'outside the bong'? Oh yeah, that'll work.—mushroom_mouth

Prayer Answering Service



Reply to: mrpmonty@BLUE.tfcccp.bgf

Offered by: Most Revered Programmer Monty-B, True First Church of Christ, Computer-Programmer

Compensation: no credits; only one small vidfile

The Computer-Programmer moves in generally mysterious ways, but sometimes those ways are pretty obvious—through the Power of Prayer! Make a short vidfile of you praying to one of The Computer's terminals—between 10 seconds and 1 minute in length—and C-mail it to our church. We will then save your prayer in our Digital Tabernacle Folder. Then the bounty of our Computer-Programmer's love and compassion algorithms will shower upon thee!

this is in or around The Lord Is Everywhere, Sinner!

yes - it's okay to contact this society/citizen with services or commercial interests—we will save you!

☛ **Even I'm surprised** - I was desperate, so I prayed and C-mailed it in. An hour later, an R&D scientist actually told me the truth about his experimental device! I'm a convert! - Wayne-Y

☛ **Re: Even I'm surprised** - Welcome to the church, brother Wayne-Y. Bingo is every Threeday, and don't forget to tithe, or the Power of Prayer might hurt you next time. - rev_rerun

☛ **Question** - Will CP get mad if I call him CP in my prayer? - DimmerDan

Publicist for Hire



Reply to: jonny_zazz@infowire.NOSPAM.darknet.NOSPAM_I_MEAN_IT.prnet

Offered by: Jonny Zazz, Publicist to the Stars

Compensation: 100cr/hr, minimum 5-hour campaign.

YOU are a Superstar... Alpha Complex just doesn't know it yet!

Hi, I'm **Jonny Zazz**, Publicist to the Stars. I've worked with executives, vid-stars, high profile accountants, and countless Hero of Our Complex award winners. If you've heard of them, I've worked with them. (Unless you heard of them doing something illegal, in which case I had nothing to do with them.) And now, I can work for *you!*

Career advancement can be tough. You work hard (enough), you stay (reasonably) loyal to Friend Computer... yet less deserving citizens get promoted while you can't seem to get ahead. It's not fair, right? Remember, no matter how many great things you've done, it makes no difference unless important and influential people

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GSS Job Feed by Gray-1

[Energy... From Beyond!] (B-VGD)

+ Prototype Assembler / Fabricator

Technology Miniaturization [TinyTech] (Y-EHV)

+ Quality Assurance Engineer

Agricultural Upgrade Engineering [Better Yeasts] (O-ENV)

Tech

- Assistant General Counsel

Clone Tank Support [Extra Life] (G-HJB)
Extra Life (<http://extralife.tech.hjb>) is a cloning service firm with a Complex-wide network dedicated to maintaining genetic purity. Candidate must have extensive experience with biotech regulations...

Title

FirmType
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actually hear about it. As a professional publicist with over 7 years experience, I have the skills and the contacts necessary to increase your name recognition and raise your profile among the right people.

'But Jonny Zazz, what if I haven't done any great things? What if I mostly sleep through work and spend my offhours munching algae snacks?' Don't worry - I can still work with you! We can focus on all the terrible, terrible things you haven't done. Or maybe you possess certain positive qualities of which you (and perhaps everyone else) were unaware. I will seek out those qualities, put them on a vid display, stick that vid display in a high traffic area, THEN SET THAT DISPLAY ON FIRE... just to make sure everyone takes notice.

YOU deserve some good publicity. Let me make it happen.

- ☞ **Re: Publicist For Hire** - This guy really came through for me! Alpha Complex won't soon forget Pauly-0-WLY! - P_O_WLY
- ☞ **Re: Re: Publicist For Hire** - Who the hell is Pauly-0-WLY? - bastardo
- ☞ **Re: Publicist For Hire** - I got two words: Caveat Emptor. - scootr_rebootr
- ☞ **Re: Re: Publicist For Hire** - I got six: Be careful what you wish for... - Janice_Bananas

SigSteal



Reply to: minister_of_information@GRAY.parliament.humanists.hum

Offered by: Future Parliament of the Humanist Society

Compensation: 200cr setup, variable thereafter

No matter how digital it all gets, **forms still need signatures**. So steal the suckers! Join the **SigSteal** family and have access to thousands and thousands of signatures, digitally captured and available for download on-demand! Need a GREEN citizen's authorization on that termination voucher? **DONE!** Need to prove that promotion was real with your boss' name on a forged order? **DONE!!** Need to sign your roommate's name on a Commie Rally signup sheet? **DONE!!!** **SigSteal** even works for legal reasons--no more worries if that PLC flunkie forgot to sign the release form! A one-time setup fee gives you access to our subnet. Signature prices are prorated to clearance—the lower the clearance, the lower the cost!

So the next time some IntSec GREEN goon wants a bribe to sign your Loyalty Spot Check pass, walk away and pass those credits over to **SigSteal!**

this is in or around TON Sector

no - it's NOT okay to contact this society/citizen with services or commercial interests

- ☞ **Re: SigSteal** - Oh, puh-leaze! Humanists can't get past the meeting stage for ANYTHING. This has to be a scam. - commie_janitor
- ☞ **Re: Re: SigSteal** - Like you Commie bastards ever leave your tractors long enough to do something worthwhile. How long have we been waiting for the 'inevitable revolution', comrade? - parliamentary
- ☞ **Re: SigSteal** - BOTS WILL NEVER FALL UNDER MEAT SWAY > STUPID HUMANISTS > CORPORE METAL WILL RULE ALL ALPHA COMPLEX - warbot ML/22-DD

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GSS Job Feed by Gray-1

+ Maintenance Assistant

Safety-Part Installers
[FailFast] (R-QWJ)

+ Medical Bill Negotiator

Medical Services
[HealthyClone] (O-TRM)

+ Modular AI

Programming Consultant

Bot Processing
[We Love Bots!] (G-FHI)

+ PDC Tech / Help Desk

Tech Support
[Total Access] (R-WJF)

+ Tongueprint

Reader Sanitizer

Hygienic Engineering
[OraKleen TS] (R-SWN)

Title

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Surreptitious Storage



Reply to: surreptitious_storage@GRAY.cavemouth.sc
 Offered by: Surreptitious Storage
 Compensation: 10cr/day, plasticreds only

Everyone has illegal property. You, me, VIOLETS, even INFRAREDS—we all have stuff we don't want IntSec to find. To keep your possessions safe and secure, check them into Surreptitious Storage! One of our people will meet you to take the prohibited goods off your hands. When you want your things back, just contact us and we'll return them! You know you can depend on us because our business model relies on repeat customers. We've been around for a while, and we plan to stick around—by helping YOU!

this is in or around EGV, HGI, YGU and WRQ Sectors
 yes - it's okay to contact this society/citizen with services or commercial interests - we'll make a deal

Re: [Surreptitious Storage](#)—And how is this better than storing it in my mattress?—Glasgow-0

Treason Scene Cleanup



Reply to: cleaner001@BETA.graywave.cp
 Offered by: Maximum Scrubot
 Compensation: 1,000cr

If you've committed treason and need to cover your tracks, contact me. Be ready to follow my instructions to the letter. Have the full fee ready in unlicensed credits. Do not waste my time.

this is in or around WLF Sector
 no - it's NOT okay to contact this society/citizen with services or commercial interests

Re: [Maximum Scrubot](#) - I heard of this guy. He's totally scary! Don't cross him.—VibroJoe

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 overflow mod.gss.job

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Third-I's Cerebral Alchemy Emporium

Feel the rush, dude

NEXUS OF ALL
JOIN US
LET US JOIN YOU
LET ALL THINGS MERGE
BRAINSCRUB ADVICE

Who are we?

Where are we?

Why are we here?

Who are you?

What does it all mean?

What's this growing
on our tongue?

Welcome, seeker! Let the Comsic All permeate and suffuse you. wait sorry COSMIC All. haha anyway enjoy our great meds and let us know about interesting new sutff. sorry STUFF haha

AVENUES OF ENLIGHTENMENT

Ambrothesia
Big Fat Liars
ClotAlot
Combat Slow
FORTRANce
Funwater
MelloDaze
Meme Paste
Pink Pallies
Read Speed
Sierra Shotz
SpasmStop
Super Pill
Transcend
Vision Starz
Visionary
Weepy

Ambrothesia

42 As used by docbots for surgery on BLUE citizens, so you know it's good! One shot of Ambrothesia makes the pain go away. What pain? ALL THE PAIN!!! You could lose your legs and you'd never feel a thing! Perfect for that upcoming Joyful Liberation of Guilt session with IntSec or even a Funball match! Make pain a thing of the past with Ambrothesia!

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45 **Warnings:** Side effects may include a mild tingling sensation, sweating, occasional loss of sensation in extremities, occasional loss of extremities, heat rash, slurred speech and dry mouth. Do not use as a mixer. Not intended for use by the blind or as a party game.

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COMMENTS: Trust a drug peddled by Corpore Metal? Riiight.—Paulie-Y
But it came from a docbot, yes? Isn't ESC the pro-human part of CM?—Aunt Tupelo
A pro-human part of an anti-human society? Riiiiight.—themindmoves

Active ingredient(s): numminol, artificial sweetener #54

Form: liquid

Suggested dosage: 2oz every half-hour

Source: Valid Checksum, meatfriend of ESC

Cost: 340cr/10oz bottle

Payment method: Payment++

Delivery: Specify location and a 'lost' jackobot will deliver to you.



NEXT >

Third-I's Cerebral Alchemy Emporium



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Big Fat Liars



Updated formulation of the Little Liars available last yearcycle, this medication is guaranteed to protect and back up even the most bald-faced lie. Your mind and body are kept at their baseline states, fooling even the most accurate lie detectors in PDCs, multicorders and confession booths! With these in your system, *you* decide what the truth is!

Warnings: Side effects may include intermittent cardiac arrest and dry mouth. If ingested immediately after or before B3, consult a docbot immediately. Do not induce vomiting, as it's not going to help much and you're just going to dirty the floor.

Active ingredient(s): benzaphenaziterol

Form: capsules

Suggested dosage: 2

Source: Lenny-O Your Mystic Pal

Cost: 220cr/bottle of 10

Pay method: Plasticreds, trade for equal amount of Videoland

Delivery: At transbot station LM/1104 in GTF Sector every daycycle at 23:00

COMMENTS: These are the only reason I survived debriefing after terminating my hygiene officer.—tshooter_99
I *knew* it was you who shot me, you bastard!—CleanFrancine



ClotAlot



**THIS IMAGE
CANNOT BE
PROCESSED
AT THIS TIME**

The ultimate in anti-hemorrhaging agents! ClotAlot saves lives through the healing power of HemoGel-9, a secret patented formula that stops bleeding on the outside AND on the inside! One injection is enough to stop the broadest, rawest, most gaping wounds in a trice! Don't bleed a lot—get ClotAlot!

Warnings: Do not combine with other medications. Not for use by untrained personnel. May cause dryness of mouth.

Active ingredient(s): hemogel-9

Form: injection

Suggested dosage: varies

Source: MiddleMan06

Cost: 20cr/ampule

Pay method: PayUp

Delivery: Postal delivery

COMMENTS: Mix with qualine and drink to see the glory of the Eternal Mainframe!—Viny-SZ0
Yeah, sure, if you don't mind having your retinas clot over. Too gnarly for me.—Drummer53



Third-I's Cerebral Alchemy Emporium



COMADOSE

Take a nice long vacation... from consciousness
Sweet Dreams FOREVER with ComaDose

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Combat Slow



There is such a thing as *too* eager to fight. Keep your aggressive instincts under control with Combat Slow. Simply peel the protective cover off one patch and stick on exposed skin. The soothing effects quickly enter the bloodstream to turn the most bloodthirsty warrior into a calm little clone. If you get into combat too quickly, then you need Combat Slow!

Warnings: Do not take if you have a history of starting fights or making enemies. Side effects can include loss of will and bruises from not putting up a fight. Do not operate heavy weaponry while under this medication.

Active ingredient(s): qualine, neurodamilicil

Form: dermal patch

Suggested dosage: one patch

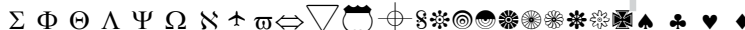
Source: Deacon Gary, Cross-Denominational Peace Initiative

Cost: 30cr per box of 5 patches

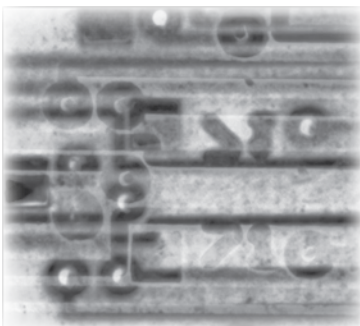
Pay method: Plasticred, membership in the United First Church of Christ, Programmer

Delivery: 9:00, 11:30, or 14:00 any Sevenday at the big empty warehouse on level 7, JDD Sector

COMMENTS: Typical religious/pacifist claptrap. Please! All you FCCC-P idiots should use these all the time! And let me know when you're in CRE Sector!—honcho_pancho
Why would anyone buy these? Make me unable to fight? No thank you!—ORANGEman
Think it through, Newbie-0. You can slap these on your teammate's neck.—semisftware



FORTRANce



Why should humans be the only ones to feel good? One hit of this proprietary code gives you a total electron high for trillions of clock cycles! Don't be a toaster. Enjoy your downtime right—with FORTRANce!

Warnings: Some users may experience memory leaks or buffer overflows. Do not overwrite critical software with FORTRANce. Not compatible with all systems; incompatibility may result in system freeze. Consult a technician before installing.

Active ingredient(s): Assembly language, machine language

Form: Mem card

Suggested dosage: 15-40% of available memory sectors

Source: everchrome


Cost: 100cr

Pay method: Payment++, bot-licensed plasticred

Delivery: Pneumatic Courier Express

COMMENTS: The perfect bribe for the guardbot who's got everything. - alphacrat
Just as susceptible to corrupted code and malware as anything else. Give a bot a bad card, and it'll go on a psychotic rampage, or even break down entirely... and who wants to be financially responsible for that? - GunnerJane

Third-I's Cerebral Alchemy Emporium



AMBIVALEX
You really CAN care less!
"It's OK" -- Guy-Y-FRT * "Whatever" -- Chris-R-REI

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Meme Paste



Vital information passed without effort or risk of detection. Meme Paste—edible, programmable, tasteless, self-destructing. Paste tubes contain enough material to store and transmit 256 characters. Molecular lattice integrity of stored messages dissolves automatically after three minutes. Forget teeth with false bottoms and sticky notes on the underside of tables - pass messages that stay secret and taste great!

Warnings: Use only as directed. Do not expose to sunlight, strong odors or any concentrated source of dextrose, porthose or aluminum sorbitol. Do not use more than three tubes in any 12-hour period. In case of contact with eyes, scrape with a hot spoon or sterilized spatula.

Active ingredient(s): spironol, fluoridine MRU-15

Form: paste

Suggested dosage: no more than a single tube!

Source: Og

Cost: 400cr/tube

Pay method: ME Card, Payment++

Delivery: Illuminati Nightcycle Express

COMMENTS:

Brilliant! Can you send viruses with this stuff? - Eric-0
Don't mix this stuff up with your toothpaste... or when you try to give your secret society contact the new IntSec password protocols, all he'll get from you is minty fresh breath. - Decklor T



Pink Pallies



For when you need to be something other than the boring, annoying little drone that you are. Two of these will help even a Lenny to win friends and influence people. Others will do whatever you ask, because for a change they want to listen to you. No more blackmail schemes you wouldn't have done right anyway. We hide delivery as legitimate in our records, which no one checks because people are lazy.

Warnings: Not valid for use over C-mail, phone or video. May cause unpleasant body odor and halitosis. Do not use if you work in the food vats or have friends with nasal problems. Discontinue if vanity or ego become a problem.

Active ingredient(s): pheromenazine

Form: gelcap

Suggested dosage: 2 gelcaps as needed

Source: Roberta-G, unnamed R&D service firm

Cost: 400cr per blisterpack of 4


Pay method: Payment++, unlicensed credits, plasticred

Delivery: Fed-R-ALL Express

COMMENTS:

Sheesh! Are all R&D citizens this bitter? That would explain a lot, don't you think?—chris_cross

Third-I's Cerebral Alchemy Emporium



CUTE-C
Reality is ugly. Make it ADORABLE!
Cute-C: the only pill that makes life worth living

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Read Speed



For when you *really* need to read *fast*. Read Speed allows you to instantly read almost any document. Flip through the Laws of Alpha Complex and you'll actually read it all! No more waiting in line forever as you read the fine print. One drop in each eye and you could read faster than you could scroll!

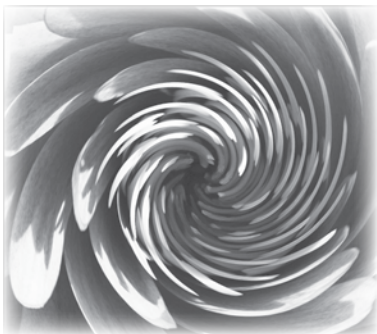
Warnings: Side effects may include increased hunger, shortened attention span, occasional temporary blindness, fidgeting, shakes, mild tremors, medium tremors, serious tremors, violent tremors, limb-breaking tremors and dry mouth. Use only as directed. Do not take if operating slow machinery.

Active ingredient(s): blurinex, neuracompinol
Form: Eye drops
Suggested dosage: One drop per eye
Source: Humanist Society for the Education of Humankind
Cost: 170cr per bottle of 10 drops
Pay method: Unlicensed credits or enrollment in our Humanist Education College
Delivery: At the Fried Dough Shack in TMU Sector Buyatorium, order 'Crunchy Fried Disks of Dough with extra Choco-Sauce'—just don't eat it!

COMMENTS: They didn't tell me I wouldn't *understand* what I read. Gyp!—mumbo_gumbo
dats because you Romanticks ar stoopid.—Jimmy-RTU
Lemme guess. Jimmy's another Commie trolling the subnets? How about skipping the five-year plan and getting an education, like at the Humanist Education College?—CousinEar144



Sierra Shotz



Don't just experience the wonders of Outdoors from the outside. Now you too can be one with the majesty of Nature, through the magic of Sierra Shotz! Just one injection, and you're riding the rainbow to harmony with Nature. Plus, you get great side-effects like enhanced strength, speed and toughness. Just let those IntSec thugs try to push you around now!

Warnings: Do not use if allergic to animal dander or other animal products. May result in excessive oneness with Nature. Only you can prevent forest fires.

Active ingredient(s): partially modified animal RNA
Form: injection
Suggested dosage: varies; see a specialist for details
Source: jimmyGREEN
Cost: 300cr/dose
Pay method: METro Checks, cash, trade for small furry animals
Delivery: Personal pick-up, Outdoors Sector

COMMENTS: Sierra Shotz have made me quick and strong, like the magnificent cockroach! - fuzzybear

Third-I's Cerebral Alchemy Emporium



OBLIVIEX

Uh..... whut?
(not recommended for users of Ambivalex)

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SpasmStop



Remember the last time IntSec picked you out of a lineup when you kept winking at them? Or the time they never even saw your face but fingered you 'cause you kept yelling out 'Hot Fun!'? We've all got idiosyncrasies like that, and they can sure screw up a well-thought out plan. Well worry no more! Pop one of these and those tics'll disappear!

Warnings: Side effects could include excessive winking and sudden strange outbursts. Do not exceed recommended dosage. Do not use less than recommended dosage. Do not take more than four tablets in a 24-hour period.

Active ingredient(s):
haloperidopamine

Form: tablet

Suggested dosage: one tablet

Source: The finest FreeEnt distilleries

Cost: 200cr/tablet

Pay method: Plasticred

Delivery: Personal pickup

COMMENTS: Great stuff! Works like a charm. I use it regguull ---- uuhhoohh,, ttiimme ffoorr aannootthheerr ddoossee..—Ccaarrmmeellaa--GG Dude! These totally rock! Saved me from IntSec dozens of times. DEATH LEOPARD RULEZ!—Pyro



Super Pill



Thanks to the amazing work of the scientists at MAD SECTOR RND, you can fight the mutants on their own terms! Use Beta-Infusium to unlock your genetic potential, granting Super-Powers that are in no way related to mutation! This fantastic product is now available in limited quantities from MAD SECTOR RND and nowhere else. It won't be available forever, so buy now!

Warnings: This product is marketed outside normal channels and thus lacks any guarantee or warranty normally available from MAD SECTOR RND, which takes no responsibility for anything whatsoever. If you suffer from any side-effects, please contact MAD SECTOR RND to fill out a Pharmaceutical Effects Survey Form.

Active ingredient(s): beta-infusium

Form: capsule

Suggested dosage: one capsule

Source: RND_guy

Cost: 100cr

Pay method: ME Card, PayNow, Payment++

Delivery: R&D Special Delivery

COMMENTS: Now we have the power to destroy the mutants. DESTROY ALL MUTANTS!—TrueHuman599
TRY NEW GAMMA-INFUSIUM OVER 157% MORE POWERFUL WITH MINIMAL SIDE EFFECTS—ADBOT7445RND

Third-l's Cerebral Alchemy Emporium



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Transcend



Only through the power of the mutant genome can we rise above humanity and become something greater. A single dose of Transcend amplifies mutant powers a hundredfold. You will never be the same.

Warnings: Only for use by mutants. Effects on sub-mutated ('normal') humans cannot be predicted, but you definitely won't like it.

Active ingredient(s): xenokryptocine, hydropsionic acid, [DELETED]
Form: [DELETED]
Suggested dosage: [DELETED]
Source: XION
Cost: 1,500cr/dose
Pay method: METro Checks
Delivery: Location of drop-off point will be telepathically inserted into your mind after purchase

COMMENTS: Dude, this stuff is, like, looking at me. - MUNcheez



Vision Starz



This stuff is better than watching Tella-0. Take one hit on your skin or in a capsule, and you'll find yourself floating on the trip of your life without ever leaving your room! And you'll regain consciousness with a renewed sense of power and confidence. What's not to like? Buy some today!

Warnings: Don't make any plans.

Active ingredient(s): halrinivin
Form: dermal patch, capsule
Suggested dosage: one
Source: Lucy519
Cost: 150cr/sheet of 25 skin patches; 50cr/bottle of 10 tablets
Pay method: Plasticred, payment+++, unlicensed credits
Delivery: Fed-R-ALL Express

COMMENTS: I've never had such good conversations with inanimate objects. - DeepLike
 Makes a great prank, too. Drop a capsule in their B3 and watch them drool. - REDClown
 B3 reduces the effectiveness. For a real good time, take a whole sheet at once. It helped me keep the buzz long enough to save Tella-0. - 7hri11seeker
 Sticking them with a patch also works, and you don't have to make them drink anything. - REDLeader86



Third-I's Cerebral Alchemy Emporium

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CANNOT BE
PROCESSED
AT THIS TIME

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svddsacgf sdmgds33g dfg jytderf dfg

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Visionary



These little Pills shall open your Inner Eye to visions from Beyond. Your awareness of the World around you shall increase a Thousand-Fold. This beneficent chemical is not Addictive in any Way! Procure your supply of Visionary now. Do not Delay!

Warnings: Perfectly Safe! Have no Fear of Consequences!

Active ingredient(s): 3-kadathonol metabisulfite
Form: tablet
Suggested dosage: once a day
Source: Kundalini
Cost: 100cr
Pay method: Cash only
Delivery: Personal pick-up

COMMENTS: Beware! This drug opens your mind to attack by psychic vampires from beyond the veil of sleep! - Randy-CTR
 whatEVER. - scratchpad



Weepy



So totally deep, man! Get that real Old Reckoning feeling. It hurts so bad, but it feels so good! Taste that forbidden fruitlike flavor.

Warnings: Use as directed, man. As if it really mattered anyway. We're all gonna die eventually.

Active ingredient(s): melanchohol
Form: liquid, pill, something like that
Suggested dosage: Whatever gets you through the day, man
Source: margarine4, Kaleidoscope Krewe
Cost: 160cr a bottle
Pay method: Trade for whatever you got. Other drugs, creds, bits of string, like that.
Delivery: Drop by UIE Sector, man

COMMENTS: My life's too busy and too full. Sometimes I just need to feel empty, and Weepy fits the bill. - julian782
 I just like to put it in other peoples' food. - sandallatron
 Add a few drops to your E-Z-DUZ-IT to mellow out the qualine high. So sweet.—Drummer53





Fat Tony's Free Market

Not affiliated with Tony-O's Spy-Free Market, which proprietor and STINKING TRAITOR Anthony-O-MVB-3 started *against* my express advice—hey, Anthony-O, what clone number you up to now, huh?

SIGN IN MY ACCOUNT BECOME 'TONY'S BEST FRIEND!' AFFILIATE PROGRAMS PROTECTION

10% OFF!

Register for our newsletters and receive 10% off your next online purchase!

Your C-mail:

Go!

By signing up, you agree to Fat Tony's customer usefulness policy

Fat Tony's Free Market offers 1000's of GREAT INEXPENSIVE USEFUL products from FAT TONY and 100's of Tony's 'Best Friends' (approved vendors)! Just look at our LATEST NEW ARRIVALS:

42/GNO Entertainment Center



Category: [Bots](#) / [Entertainment](#)

Tony's 'Best Friend': Akbar-G

Availability: In stock. Delivery fees extra. Gift-wrap available.

This is a HIGHLY SOPHISTICATED smart entertainment system designed to meet YOUR PERSONAL NEEDS. Advanced intelligence algorithms assess your preferences, then create ALL-NEW games, music and literature for you ON THE SPOT. There is NOTHING LIKE IT on sale in Alpha Complex! Do not neglect this AMAZING OFFER. BUY NOW.



Fat Tony Says ...

'It's so much fun, the high-ups keep it to themselves. How could ya *not* want it?'

You'd Normally Pay: 9,500cr

OUR LOW PRICE: 3,000cr

Fat Tony Recommends ...

LoBOTomizer Bot Brain Adjustment Kit—reprogram it YOUR way!

Want it delivered before Threeday, 5.24? [Shipping details](#)

FREE ENTERPRISE
**GOLD
STANDARD**
MERCHANT ASSOCIATION



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- Featured Bargains
- About Fat Tony
- Approved Fat Tony Vendors
- Need Living Quarters NOW?
- Need a Vehicle FAST?
- We Remove Obstacles
- Delete Jerks From Your Life
- Healthy Recipes

DEPARTMENTS

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FAT TONY'S FREE MARKET

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Body Pocket



Category: Gadgets / Cybernetics / Minor Implant

Tony's 'Best Friend': 4door	Availability: Please schedule surgery 24 hours in advance
If you've ever had great gear confiscated, you'll want a Body Pocket. We install a syntheflesh-lined pouch of the desired size in any part of your body. The procedure is quick, painless and hypo-allergenic. It's a great place to stash your ME Card, plasticreds, drugs or just about anything else. This won't be around forever, so get one now.	
	Fat Tony Says ... 'IntSec keeps getting up in your business? They'll never find anything in your pockets once you got Body Pocket!'
You'd Normally Pay: 1,000cr	OUR LOW PRICE: 949cr
Fat Tony Recommends ... LaserEye Optical Weapon Implant—they'll never see it coming!	

Visit our WAREHOUSE
Open 1day-6day 0900-2100




For approval and directions, just ask around

SPECIAL
'MUST-CLEAR-STOCK-TO-AVOID-DETECTION'
SALE!
View all specials for *Month 6, Week 3!*

Bonsai Tree (Authentic!)



Category: Pets / Coniferous

Tony's 'Best Friend': Andy-B	Availability: Only a few left!
This is a genuine Bonsai White Pine. 10cm tall, over 40 years old. Brightens up your office or apartment, and transforms carbon dioxide to oxygen for an additional rush. Comes with SeeMist Spray Bottle and Bonsai Maintenance Kit.	
	Fat Tony Says ... 'It's like having a little piece of the Outdoors, indoors!'
You'd Normally Pay: 800cr	OUR LOW PRICE: 749cr
Fat Tony Recommends ... Blattaria-in-a-Box—your crawly pal who hugs you tight!	

This happy bot joined the **TONY'S 'BEST FRIEND'** program and earned **SERIOUS** credits!



Tony buys me all the oil I can drink!

JOIN TODAY!




FAT TONY'S FREE MARKET

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Borscht-Flavored Hot Fun




Category: **Foodstuffs and Beverages / Snacks**

Tony's 'Best Friend': Leon-R	Availability: Fresh!!!
Got Borscht? Enjoy wonderful taste Borscht! Mmm, RED food! Contains all needed vitamins and minerals for worker's full day. Purchase in large quantity for funding of Intersector Committee. Your day not being complete without Borscht! Stand up against oppression! Eat Borscht!	
	Fat Tony Says ... 'Authentic Old Reckoning cuisine... today!' <i>[Vendor-expressed opinions do not necessarily represent the views of Fat Tony's Open Market.]</i>
You'd Normally Pay: 15cr	OUR LOW PRICE: 14cr
Fat Tony Recommends ... Toothpasty Supplement #5—hygienic and tasty! Vodka-flavored B3—the classic Old Reckoning beverage! Authentic Fur Hat—the <i>stylish</i> fashion accessory!	

CyberNeck



Category: **Gadgets / Cybernetics / Prosthetics / Head, Neck, and Shoulders**

Tony's 'Best Friend': R-Daneel	Availability: Only 5 left! Schedule your surgery now!
Corpore Metalheads, rejoice! CyberNeck allows 360-degree head movements in either direction, with interlock belts and lubeguards providing 180-degree movements in under 0.45 seconds without appreciable heat buildup. Patented stop-flow system utilizes stainless steel gaskets and copper O-rings for uninterrupted blood flow to the brain. Guaranteed not to interfere with neural transmissions or swallowing. Now we can join our bot brethren and give the proper salute!	
	Fat Tony Says ... 'If I get this installed, no one is sneaking up on me again!'
You'd Normally Pay: 3,000cr	OUR LOW PRICE: 1,900cr
Fat Tony Recommends ... 52 Weeks of Metal Friends! Desk Calendar—A new bot every week!	

Text ads by AlephNull!

OLD RECKONING PURPLE SYRUP is the cure for what ails you! Unearthed from an ancient cache east of the Complex, this elixir is the ultimate refinement of Old Reckoning medical science. Only 1,000cr per bottle, but act fast, because once it's gone, it's gone! rattlefat@anonymizer.phrk

ANTIGRAVITY BONGS REMAINDERED SURPLUS FROM R&D MAXIMIZE SMOKE DENSITY AND MINIMIZE WASTAGE THEY ARE ABSOLUTELY RISK FREE WITH NO RADIOACTIVITY BUY NOW ADBOT38989@ADS.FREENT

LEGAL ISSUES? Log in to TRIPCORE for drug clearance info, how to hide your stash, bribable IntSec agents in your sector, and much more! 50cr per month; Payment++ required. <http://GRAY.tripcore.wifi>



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No prob finding us—
if you're our sort of people




FAT TONY'S FREE MARKET

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Doctor Bot



Category: Foodstuffs and Beverages / Energizing / Experimental


Tony's 'Best Friend': DoctorBot	Availability: Wide
<p>Doctor Bot is a new line of utterly refreshing isotonic vitamin-enriched meal-replacement beverages, in a range of delicious, tongue-tingling flavors: Juicy, Sweet-Sour, Heroic and Zingy. Each can is fortified with 100% of the recommended daily requirements of vitamins and minerals, sweetened with all-natural algae extracts, and contains absolutely no artificial colorants or preservatives. The natural alternative to a hectic lifestyle.</p>	
<p>Fat Tony Says ...</p>  <p>'I drank this stuff and got these funny feelings during Teela's Action Hour. Really interesting!'</p>	
You'd Normally Pay: 60cr/case of 12	OUR LOW PRICE: 59cr
<p>Fat Tony Recommends ... <i>The Doctor Bot Manifesto</i></p>	

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You won't believe how easy it is!


Erased Clone Biomatter



Category: Gifts / Cloning / Treason Memorabilia / Biomatter

Tony's 'Best Friend': Bodysnatcher11	Availability: Thousands of samples from more than 500 erased traitors!
<p>Erasure. It is the Computer's harshest punishment, but even traitors who are now unhistory often leave some part of themselves behind. We have hair, fingernail clippings, blood, skin cells, and even the ash left over from a termination booth. Each vial of treason memorabilia comes with a card that tells the story of the traitor and the crime he committed to earn erasure. If there is a specific traitor you'd like us to send, let us know, and we'll make you a deal. We reserve the right to charge extra for requested biomatter that can be used to clone the traitor.</p>	
<p>Fat Tony Says ...</p>  <p>'Kinda creepy, but this makes a great gift for the fella who's into that sorta thing.'</p>	
You'd Normally Pay: 1,000cr	OUR LOW PRICE: 749cr
<p>Fat Tony Recommends ... Heroes of Our Complex Biomatter—a little piece of loyalty!</p>	

2 Heads?
7 ARMS?
ZERO
PROB!



EVEN MUTANTS!
WELCOME AT FAT TONY'S
WAREHOUSE!*

If your credit is okay, YOU're okay!

* (One mutant at a time, please.)




FAT TONY'S FREE MARKET

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Faciomimetic Bio-blob




Category: [Pets](#) / [Engineered](#) / [Invertebrate](#)

Tony's 'Best Friend': Felicia-B	Availability: Call for availability
<p>They said I couldn't invent a new species without authorization from the Bioethics Directorate. They were WRONG! Introducing my Faciomimetic Bio-blob—or, as I like to call him, 'Squishy.' This cute little protoplasmic creature can imitate any human face with perfect accuracy, allowing his owner to impersonate anyone in Alpha Complex. Here's how he works:</p> <ol style="list-style-type: none"> 1: Find a face you want Squishy to imitate. Any face will do. 2: Apply a thin layer of Activator Protein Gel (included with your purchase) on the bio-blob before placing it on the face. This works much better when the face's owner is unconscious. Wait five minutes while Squishy does his thing. 3: When the blob has completed the imitative transformation, GENTLY extract him from the face. 4: Carefully place Squishy over your own face. Within seconds he will seamlessly bind his 'face' to yours. (Make prior breathing arrangements.) <p>That's all there is to it! In no time, you will be impersonating supervisors, friends, enemies—whomever you choose. Between uses, store bio-blob on a bed of warm, moist agar. And don't forget to play with him every day! Squishy gets lonely.</p>	
	Fat Tony Says ... 'My face is my livelihood. And now, it's yours!'
You'd Normally Pay: 875cr	OUR LOW PRICE: 874cr
Fat Tony Recommends ... Toob-Loob Industrial Lubricant—50-Liter Drum (<i>will someone PLEASE buy this stuff?</i>)	

Fake Laser Blasts



Category: [Cosmetics](#) / [Special Effects Make-Up](#)

Tony's 'Best Friend': CongoBongo	Availability: In-stock, C-mail for delivery options
<p>If you're late one more time, the boss will terminate you! Will he buy that lie about being waylaid by terrorists again? Not unless you show up injured! Introducing Fake Laser Blasts, approved by legendary Death Leopard superstar CongoBongo! Simply peel off the protective backing, press at the desired location and it will stick. Spray on the enclosed 'burn scent' and the illusion is complete! Only a bot could tell the real difference! Each package includes one of each variety: flesh wound and singed clothing. Stock up now—you never know when PLC will remember about this factory!</p>	
	Fat Tony Says ... 'And tonight, in the role of sole survivor of a Commie ambush, YOU! These really help your lies ring true.'
You'd Normally Pay: 150cr	OUR LOW PRICE: 90cr!



FAT TONY'S FREE MARKET

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Fat Tony Recommends ...

101 Sound Files of Commie Mutant Traitor Attacks—Play loudly on your PDC for audio special effects!

Hostile Transponder



Category: Gadgets / Transceivers / Concealed

Tony's 'Best Friend': Cyber-Commando C

Availability: Just off the quartermaster's truck

Armed Forces bot brains use an IFF (Identify Friend or Foe) system to determine who's on our side and who's a filthy Commie. Each of these shiny little disks gives off a 'Foe' signal. Just stick one on someone you don't like, and the first military-grade bot he runs into will turn him into a fine red mist! *Boo-yah!*



Fat Tony Says ...

'These things could get a clone killed! So give them to a clone you want killed.'

You'd Normally Pay: 100cr

OUR LOW PRICE: 80cr

Fat Tony Recommends ...

Quantum Glue—for an unbreakable bond!

Old Jumpsuits



Category: Clothing / Security-Dependent

Tony's 'Best Friend': FriendComrade

Availability: Immediate; Daycycle Delivery as 'INFRARED Binkie Blanket'

Most of time, citizen only look at jumpsuit to determine security clearance. Would lowly but noble INFRARED ask for evil capitalist pigdog BLUE's ME Card to verify clearance? Nyet if he want to survive! Take advantage of fear spread by murderous landlords! Be telling us color when ordering, but nyet all colors available each time.

All proceeds thrown away, because we nyet believe in credits. So credits nyet go towards advancing inevitable but expensive revolution of proletariat against Computer and capitalist pig-dog minions.



Fat Tony Says ...

'I don't care what these Commie weirdoes spend their credits on. All I care about is getting past the checkpoint guards when I don't want to show them my ME Card. And let me tell you, those guards really know how to show respect to a passing INDIGO citizen, capiche?'

You'd Normally Pay: 9,500cr

OUR LOW PRICE: 3,000cr

Fat Tony Recommends ...

FunFoods 'Me' Cards—like real ME Cards but technically edible!

'Look Behind You!' Hologram Projector—they panic and you slip past!




FAT TONY'S FREE MARKET

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PaperRot




Category: Sundries / Chemicals / Corrosive

Tony's 'Best Friend': jumpstart	Availability: Flying off the shelves! Buy now!
Have you got documentation you need to destroy? Offices you want to throw into chaos? PaperRot's just the thing you need. One tank of this anti-paper vapor will liquefy all standard synthetic cellulose paper in the vicinity! No special skills required; just turn the valve and you're good to go! Available in original or Lemonie-Fresh scent.	
 Fat Tony Says ... 'When you want that document <i>dead!</i> The whole paper trail <i>dead!</i> Entire archives full of incriminating records <i>dead</i> and <i>burned to the ground!</i> Not that I know anything about that.'	
You'd Normally Pay: 750cr	OUR LOW PRICE: 600cr
Fat Tony Recommends ... EMP Grenades—make sure those backups <i>stay</i> down!	

PDC Megaphone



Category: Gadgets / PDC / Peripherals and Add-Ons / Really Loud Ones

Tony's 'Best Friend': daycyclist214	Availability: In-stock, any delivery method you want
Want to make a big noise? Then buy this now! It works with any Series 1300 PDC; plug the small end into your PDC and point the cone-shaped end away from your face. Then speak normally -- your words will be amplified loud enough to be heard at a FunBall game! Great for those transbot station rallies or for being heard over other society members at the next meeting.	
 Fat Tony Says ... 'You got something to say? Then say it loud and proud!'	
You'd Normally Pay: 75cr	OUR LOW PRICE: 40cr!
Fat Tony Recommends ... Puffs earplugs—because you don't need to hear what they're saying Great Illegal Speeches—just in case you don't know what to say at the next rally	

New!

**Order through your
PDC!**

Safe! Secure! Download our FREE and TOTALLY HARMLESS shopping cart program!

By downloading this program, you agree to Fat Tony's [customer usefulness policy](#)

Visit our WAREHOUSE
Open 1day-6day 0900-2100



**Good stuff, you know
what I'm saying?**

Text ads by AlephNull!

DR. GOODSMOKE'S FRESH LEAF!
 We have the very finest stock of authentic Outdoors Incendiary Particulate Leaf. Comes in a number of varieties, including Nicotinic, THC, Lite and Tar. Don't inhale anything less than the best! drgoodsmoke@gateway77.hpd.fhj

A Collection of Great Dance Songs. Let the spirit of the Complex move through you as you groove to our smooth vibrations. Click to contact us. <http://null.funksector.hpd/dance>




FAT TONY'S FREE MARKET

SIGN IN MY ACCOUNT BECOME TONY'S 'BEST FRIEND!' AFFILIATE PROGRAMS PROTECTION

Scrubot Costume

Category: Clothing / Costumes / Bots

Tony's 'Best Friend': Arm&Hammer	Availability: Hand-crafted just for you!
<p>I am selling one fully hollowed-out scrubot shell with added internal padding and adjustable straps. All the scrubber limbs and attachments are controlled from the inside with convenient levers. Scrubots are pretty much ubiquitous in Alpha Complex, so who will notice another one scrubbing along? It is the perfect disguise! Complete with realistic scratches and rust marks! Send best offer by C-mail.</p>	
<p>Fat Tony Says ...  'Just the thing for when you gotta make a clean escape!'</p>	
You'd Normally Pay: 500cr	OUR LOW PRICE: 459cr
<p>Fat Tony Recommends ... 'Soothing Bot Sounds' Audio Chip—whistle while you work!</p>	

Praise for Fat Tony from
PLC Supervisor
Rocco-G:
*'When you need things fast, no fuss,
 Fat Tony is your go-to clone.'*

Visit our WAREHOUSE
Open 1day-6day 0900-2100




**Take it from Tony—but pay first
 or you'll regret it**

Speak-with-Head Perfused Brain

Reactivator

Category: Sundries / Biotech / Other / Really Weird

Tony's 'Best Friend': I_Liek_Munkiez	Availability: In stock; ready to roll
<p>They say 'Dead clones tell no tales.' True, generally speaking. However, I've found if you detach a clone's head, pump it full of circulatory fluid and blast it with a strong electric current... you can usually get a dead clone talking again. In my experience, the hard part is getting them to SHUT UP. If you are looking to conduct a postmortem interrogation—or if you've just killed someone and really want to rub it in—this machine is for you!</p>	
<p>Fat Tony Says ...  'I'm not going to lie, this thing creeps me out. Big time.'</p>	
You'd Normally Pay: 4,045cr	OUR LOW PRICE: 1,400cr
<p>Fat Tony Recommends ... Hacksaw, laser-sharpened polysteel blade Blood-B-Gone Active Enzymes Stain Remover</p>	

Text ads by AlephNull!

Hungry? Give a call to Crunchies Delivery Service! Get snack foods delivered to your door at a reasonable price. All clearances, no questions asked! When you got the munchies—call Crunchies! ODP Sector only. crunchies@darknet.plc.odp

Visit MaritalArts.Romant for everything you need to practice the marital arts. Hormone suppressant suppressants, perfume, lingerie, black belts and nunchuks! **SPECIAL OFFER:** 10% off on your first purchase! <http://GRAY.MaritalArts.romant/BuyItNow>



FAT TONY'S FREE MARKET

SIGN IN MY ACCOUNT BECOME TONY'S 'BEST FRIEND!' AFFILIATE PROGRAMS PROTECTION

Static Pants



Category: Clothing / Unisex / Trousers / Superconductive

Tony's 'Best Friend': LabGal	Availability: Made to order, allow 3-10 days for delivery
-------------------------------------	--

so I was working in the nanofibers subdivision of the materials lab at neowares (the most awesome r&d service firm ever) and they had this new fabric there which had some really interesting properties but the project got scrubbed when neowares got subsumed by cyberthreads (boooo!!!!) but me and my pro tech buddy swiped a lot of the fabric before they cleared out the lab, and now we use it to make—wait for it—PANTS!!!! these pants are really cool because they collect ambient static charge from the environment and store it in a ceramic crystal nanomatrix in the fabric which channels into knee-nodes that allow for awesome static discharge effects—SO COOL! static discharge works great for defragging monitors, getting bots out of 'sleep mode,' shocking your friends (hahaha). we custom make every pair so be sure and send me your measurements and clearance when you order thx!!!



Fat Tony Says ...

'The perfect gift for that fella you know who walks around with no pants on. Seriously, that guy needs to cover up. Right now.'

You'd Normally Pay: 750cr

OUR LOW PRICE: 500cr (650cr XXL)

Fat Tony Recommends ...

Cling-X Dryer Sheets with Cuddles Fabric Softener



Ultimate Botfighting Championship Tix!!!



Category: Entertainment / Concerts & Events / Illegal & Fun

Tony's 'Best Friend': corporeal dude	Availability: Call for immediate pickup
---	--

We found this guy who has three tickets to regional UBC championship between Bristles the Scrubot and Wacko the Jackobot. He can't go, as he's going to be arrested (long story). Great seats in Section 03, Row 02, Seats A-C--you WILL get oil on you! If you've never seen botfighting live you are missing out. Betting before matches encouraged, so bring extra plasticreds.



Fat Tony Says ...

'Botfighting is the working clone's sport. It's a graceful dance of feints, counter-feints and real action, y'know? It's really something to watch the beautiful artistry of scrubots ripping the wires outta each other!'

You'd Normally Pay: 150cr/ticket

OUR LOW PRICE: 50cr/ticket!

Fat Tony Recommends ...

Botspotting Manual 214th Edition—Now 25% off!
Spillz all-purpose cleaning wipes—even removes stubborn oil stains!

Now available!
Fat Tony's
full-color
214
CALENDAR

Designates all special days

FREE*

with purchase of 250cr+ in a single order

*No gift certificates
No coupons*

Not valid in combination with other offers

Basically, try to mess with us on this and you're in big trouble

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(1:10:19 AM) **Allen Varney:** Eric, you there?

(1:10:27 AM) **Eric Minton:** yo!

(1:10:37 AM) **Allen Varney:** I'm up against the STUFF 2 deadline and I don't have anything for the lead-in page of the GM section

(1:10:49 AM) **Allen Varney:** with the UV Clearance banner and the text beside the ocntents. Ideas?

(1:10:52 AM) **Allen Varney:** *contents

(1:11:59 AM) **Eric Minton:** What should it say? 'This GM section tells how your players can find an IR Market, bunches of neat charts to generate a market, sooper-sekrit notes on all the illegal stuff your PCs can buy, bkground on the Gray Subnet sites...' What else?

(1:12:42 AM) **Allen Varney:** They can figure that out by looking at the ocntents right next to the text.

(1:12:52 AM) **Allen Varney:** *CONtents sheesh

(1:13:39 AM) **Eric Minton:** hmm. Maybe an example of play?

(1:13:54 AM) **Allen Varney:** Did that in the rulebook

(1:16:08 AM) **Eric Minton:** nothing fun is coming to mind

(1:16:38 AM) **Allen Varney:** clock is ticking here

(1:21:33 AM) **Eric Minton:** hey you know what could be cute. Run this IM conversation on the page.

Security clearance **ULTRAVIOLET**
WARNING:

Knowledge or possession of this information
by any citizen of Security Clearance **VIOLET** or lower is treason.
Gamemasters **ONLY**, from here to the Index!

(1:21:55 AM) **Allen Varney:** ...sounds kind of cheesy

(1:22:08 AM) **Eric Minton:** They expect cheesy! cheesy is our rep as Famous Game Designers!

(1:22:25 AM) **Allen Varney:** yeah yeah... OK never mind. I'll think of something.

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Shop 'til they drop

STUFF 2 supplies pages upon pages of (mostly) illegal merchandise that can only be purchased through (entirely) illegal means. Therefore you, the wise and purposeful Gamemaster, must sell the concept of illicit commerce to your players.

Sometimes this is easy. Certain gullible novices happily jump at shiny new STUFF, blissfully unaware of consequences. Similarly, veteran players anticipate disaster, but they trust their own guile to redirect those consequences toward their enemies.

The trouble comes with *intermediate* players, who think termination can be averted through timid, unimaginative play. Presented with a mouth-watering selection of exotic contraband, these Nervous Nellies 'play it safe' and avoid IR Markets and Gray Subnets altogether.

This will not do.

You paid good money for this book. Your players must experience the exhilaration of black-market shopping *whether they like it or not*. To make this happen, use your old friends the Carrot and the Stick. You may remember these venerable tools from the *PARANOIA* rulebook (p. 224). In this particular context, the Carrot offers enticing temptations

to gently nudge reluctant players. The Stick ♣—well, okay, the *club*—we couldn't find a good Stick font—work with us here!—provides a gentle prod (or bludgeon) to coerce the stubborn ones. Sometimes, like chocolate and peanut butter, they work great together.

With this in mind, consider some techniques to initiate players into the glamorous world of extralegal merchandise.



The first taste is always free: Why not treat your players to a treasonous shopping spree, on the house! After helping a high ranking muckety-muck, said muck rewards the Troubleshooters with 500cr apiece. Of course, due to creative licensing, these credits can only be spent at a particular IR Market or Gray Subnet. And—oops—it appears these credits expire in two hours! Nothing adds drama to price negotiations like an impending deadline. Watch your players scramble to use their bonus before they lose it.



Everything must go: During play, PCs invariably find (or produce) dead bodies. Say what you will about dead bodies—

they frequently carry cool stuff. Suppose the PCs find something *incredibly* illegal on such a body. They know The Computer won't let them hold onto it. Strip searches, and sometimes cavity searches, are a debriefing tradition. Really, the only safe way to dispose of this item is to stop by an IR Market or log into a subnet to sell it off or trade it. While they're at it, there's no reason they can't do a little shopping, right?



Necessity is a mother: Some Troubleshooting missions demand special gear. More often than not, The Computer's feckless servants in PLC neglect to supply that gear. Maybe it's above their clearance, illegal or doesn't even actually exist, due to its unapproved violation of several laws of physics. Troubleshooters who lack critical gear may need to search the black market for everything they couldn't acquire legally.

PLC Clerk Buster-O: Here you are. Your team's assigned gear is all right here, in this crate.

Troubleshooter Luciana-R: This empty crate?

Buster-O: Not entirely empty. Look, a slip of paper.

Luciana-R: [reads] 'This Gear Liberated by Marxy Joe. Smash the State!'

Buster-O: Huh. Marxy Joe sure does get around. That's the third time this week.



Shifting the blame, and the bill: If they can place orders under another citizen's name, players should find it hard to resist IR Market Allure. Let's say, after a firefight, Troubleshooter Gary-R confiscates a dead traitor's PDC. With a successful Hacking check, he may discover an active Gray Subnet account, complete with stored password, specified drop-points and a credit balance. Maybe the site is even run by Gary-R's own secret society! You can limit Gary-R's inevitable shopping spree as you like: Perhaps the victim's account only had 250cr left, or some Phreak hijacks it, or the site vanishes. But now that Gary-R has gotten away with it once, he may be more willing to set up an account in his own name. Or another character's....

So, that part is easy. Your devious trap is now set. Having allowed/compelled your

■ Frequent shoppers club

Both IR Markets and Gray Subnets thrive on repeat customers. For those who operate these services, retaining loyal customers is far safer than seeking new clients, who often turn out to be undercover IntSec agents, or scammers, or saboteurs, or — worst of all — total n00bs who ask a lot of stupid questions and never seem to buy anything. For this reason, savvy IR Marketeers and Gray Subnetters reward customers for loyalty.

Both IR Markets and Gray Subnets keep track of how many times individual customers have purchased items — not (just) for future blackmail, but to award regular discounts and freebies. This table suggests how an IR Market might reward regulars.

Purchase #	Reward
1	Suspicious glances from vendor, elaborate identity verification schemes
3	Bag of 'fun-sized' ChocoKrunch Snackin Stix, 'I ♥ Vulture Squads' iron-on patch
5	5% off boot polish, keychain with logo from defunct service firm
6	10% off entire order; bonus SafeTee-1st protective goggles or black leatherette fanny pack
8	20% off entire order; bonus nunchuks, Hands-Free PDC Headset accessory or electric nose-hair clipper
10	25% off entire order; bonus waffle iron, pills (random assortment, unlabelled) or silk bow tie

PCs to obtain illegal stuff, you now (here's the devious part) *let them get away with it!* No, listen, stay with us. The Troubleshooters genuinely escape scot-free, without untoward consequences—the *first* time. Don't even make a big deal about it; let your players think this is the way routine Alpha Complex business really gets done—or, anyway, that you're determined to use this cool *STUFF 2* supplement, and so (you tell your players) you're willing to give them a free pass.

Don't worry, we haven't lost sight of Fear and Ignorance. But you want them dig the hole really deep before you start pushing in dirt.

Mission ideas

Troubleshooters often like to drop by the IR Market before they embark on an important mission for The Computer. But sometimes the IR Market itself *becomes* the mission (or at least an amusing distraction from the mission). How might you, the GM of fecund imagination, use this setting? We Famous Game Designers offer a few modest suggestions ('modest' is a nicer word than 'lazy') to stimulate your own superior creativity:

Sting operation

When the team visits the IR Market to purchase some vital (yet totally illegal) commodity, they fall victim to an IntSec sting operation. After being taken into custody, the IntSec agent supervising the operation gives the team a choice... of sorts. Option A involves sending the team to the nearest confession booth for a terminal session of Biomatter Reassignment Therapy. Alternately, Option B would require that the Troubleshooters act as the 'bait' in a treacherous IntSec undercover operation, set up at the very same IR Market.

Who's got the biscuit?

A team of troubleshooters is sent on a mission to track down an experimental device, code-named 'The Biscuit.' A briefing officer provides the team with a vague description of the object's size and shape, and tells them the item was last seen at an IR Market in WHK Sector. The Troubleshooters must infiltrate the market, figure out which vendor has the Biscuit and acquire it by any means necessary. Of course, whoever has the device is unlikely to know what it is, much less that it has been code-named 'the Biscuit.'

Exchange exchange

A high-ranking citizen inadvertently sold the wrong data disk at an IR Market, and now he needs it back. The Troubleshooters are sent in to retrieve the disk. However, the Communists who run this particular IR Market don't accept credits; all trade must be in the form of barter. The vendor who has the disk will only give it up in exchange for an umbrella. The vendor who has an umbrella requires an autocar battery and a toaster... well, you get the picture. Eventually, by trading away all their assigned equipment, the Troubleshooters can get the items they need to get the items they need to get the umbrella to get the data disk. At that point, the salesman with the data disk decides he doesn't want an umbrella after all, but he'd gladly trade the disk for a case of mochamint-flavored chapstick. It's up to you to decide whether the team can stab the salesman to death with the umbrella before the market's guards gun them down....

Accessories

A team of Troubleshooters is sent on a mission by an Internal Security GREEN to sell several bottles of high-clearance drugs at an IR Market—all part of a sting operation to catch buyers red-handed with the marked drugs. They are then to return to the GREEN with the credits and report on who bought the drugs. In fact, the GREEN is using them to fence bogus pills for him, because everyone there already recognizes him as a charlatan. By the way, there's a lot of trouble if (when) anyone catches the Troubleshooters selling fake drugs, especially because this isn't a real sting.

Meat market

The PCs encounter an IR Market staffed entirely by docbots. The bots sell a variety of pharmaceuticals, and also offer several inexpensive cyborging procedures, such as arm-mounted rocket launchers and X-ray eyes, on an outpatient basis. This is actually a scam; the docbots replace the purchaser's original organs with styrofoam packing peanuts, and instruct him not to remove the bandages until the anesthetic wears off in an hour or so. By the time the Troubleshooters realize they've been had, the docbots are long gone, with a fresh crop of organs available for transplants.

Photo op

A low-budget HPD&MC vidshow needs to shoot some footage in an IR Market. Instead of building a set in the studio and hiring a bunch of extras, the vidshow's producer decides to save money by filming the scene on-site. He assigns the Troubleshooters to escort the cast and crew to a local IR Market. Naturally, no one at the market wants to be filmed! The PCs must do a lot of fast-talking and/or offer a lot of bribes to make the scene happen... then, when the director insists on re-shooting the scene, they must repeat the process. Be sure to make the actors, camera operator and director so aggravating, the PCs welcome the inevitable arrival of Internal Security as a refreshing change of pace.

Market crash

HPD&MC wants to convert an abandoned office block into a new barracks, but they can't gain access because of a heavily armed IR Market on the premises. The Troubleshooters receive instructions to 'rezone' the market, along with three demolition charges and a map indicating exactly where each charge must go. The first charge goes on the wall behind a merchant's booth. The second charge goes at the base of a support pillar, under an armed guard's chair. The third charge goes right in the middle of the ceiling, ten meters up.

Who's the boss?

An IR Market bigshot hacks the team's mission alert and redirects them to the wrong briefing room, where he meets up with them and pretends to be their briefing officer. After instructing the team to buy equipment at his IR Market, he sends them out to do his dirty work under the guise of official Troubleshooter missions. These can range from hijacking laden PLC supply transbots to staging an armed assault on a rival IR Market. The Computer will, of course, politely inquire why the team isn't performing its original mission....

Money trail

In order to upgrade its financial models of how hard currency flows through the underground economy, CPU assigns the Troubleshooters a service service to visit an IR Market and spend exactly 1,000cr in specially marked plasticreds. They can even keep whatever merchandise they buy! Sounds easy, right? But after the mission ends, the team receives



a new mission: CPU needs every one of those marked plasticreds back. Too bad the IR Market vendor used those credits to buy goods from other customers. Now the plasticreds are scattered all over the sector, and all the Troubleshooters have to find them is a scanning wand with an effective range of ten meters. Better hope their detective skills are up to snuff!

fail to pay, they must either fight their way past a dozen heavily armed Sierra Club Wilderness Warriors to get back in, or wander across the Outdoors until they can find another entrance to Alpha Complex.

The Maltese Blaster

A salesman at the IR Market offers the team an antique blaster for a really good price. Turns out several parties believe the blaster contains a microchip of incredible value. For the rest of the mission, all sorts of miscreants hunt the PCs, insisting they *must* have the blaster! If the PCs do the sensible thing and surrender the blaster, their pursuers scan it and find no trace of the microchip... leading them to conclude the PCs concealed the chip elsewhere. So the team is still hunted, only now they don't even have the blaster to defend themselves.

GREEN business

The team follows directions to an IR Market... only to discover it's Outdoors! This Sierra Club market boasts low prices on everything (especially real food). What's the catch? The market's guards charge an exorbitant fee to get back into Alpha Complex. If the Troubleshooters

No good deed goes unpunished

While browsing the IR Market, the PCs overhear various people openly discussing future acts of treason ranging from simple vandalism to major plots to destroy an entire sector. Some discussions possibly even relate directly to the Troubleshooters' current mission. If the players keep their heads low and let these traitors go, some of these plots make the Troubleshooters' lives more difficult during the mission. If they confront these traitors or attempt to tail them, it turns out the 'traitors' are IR Market decoys, simply bait meant to draw out any Internal Security plants or Troubleshooter spies. The entire IR Market violently turns against the PCs. If the Troubleshooters alert the Computer or its servants of these future treasons, nothing happens at the assigned time or place—but while Internal Security is busy with the stakeout, treason happens somewhere else at the assigned time. Internal Security, of course, suspects the Troubleshooters as accomplices.

This is a no-win situation that makes the players blame themselves for their misfortune. Of course, in your benevolence, you can instead pick one of the ideas above before the players show up, giving them a chance to evade the hose job.

The IR Market

If your player characters (PCs) order contraband stuff through the Gray Subnets, how do they pick up the goods? In all likelihood, the seller instructs them to pick it up at a mutually convenient black market—or rather, INFRARED (IR) Market.

Wallsign

Unhealthy Secret skill (optional)
Simple description: Coded graffiti.

Akin to Twitchtalk or the hobo codes of Old Reckoning times, Wallsign is a library of symbols used by various secret societies to leave messages in plain sight. This is not an elaborate code or cipher, but a short list of simple scrawls, marks and squiggles that can be painted, scratched or stained onto any surface whatsoever.

Wallsign works because, to those not in the know, it's indistinguishable from ordinary stains, scratches and graffiti. The downside is, ordinary stains, scratches and graffiti often mimic a secret society's current Wallsign vocabulary.

First Mystic: Why'd you dump our stash down the toilet, man?

Second Mystic: Uh, 'cause you told us to? See, right here!

First Mystic: Naw, man, that's not Wallsign, that's my breakfast.

Secret societies use Wallsign to give directions to their IR Markets. This conveniently confuses members of other secret societies, for whom the symbols mean something completely different ('Today's meeting is in the INDIGO corridor').

I know a guy who knows a guy...

So how do your Troubleshooters find the nearest IR Market, anyway? They have enough trouble finding the briefing room, even when its location is available at their security clearance. (What? You say your Troubleshooters have difficulty finding their own backside? Well, guide them as it suits your high purpose. Remember, they're your puppets.)

One option is to go around asking random people about the IR Market. Okay, it's not a *smart* option.... In addition to the risk of surveillance, the random people report the PCs to IntSec unless they make a successful Management specialty or Bribery check. Asking about IR Markets is, at best, undue curiosity (insubordination code H); more likely, IntSec will suspect them of secret society membership (treason code UU/2). Most random people won't know anything about IR Markets anyway. To determine this, make an Arbitrary Justice roll to see if the questioning bears fruit, applying on-the-fly modifiers depending on how likely the informant is to have a clue. (Random INFRARED food vat workers probably don't know about the IR Market, whereas unusually prosperous YELLOW warehouse foremen probably do.)

A safer method is to ask a secret society contact. They're certain to know about a local IR Market. Of course, they'll expect a favor in return for the information. Do your players really want to go deeper in hock with their society?

Enterprising Troubleshooters can try and rake up the information themselves. One potential source is their own service firm's records. Some firms have access to information that, if properly interpreted, can point the PC in the right direction. CPU charts the movement of unlicensed credits; PLC tracks product losses from their warehouses; Power Services monitors unexpected energy usage in supposedly abandoned areas; and Internal Security correlates untimely surveillance camera failures. Of course, if this data is beyond his clearance, the PC must hack into his service firm data network or breaking into the firm's

archives (or the boss's office). Feel free to demand Software (Hacking) or Stealth (Security Systems) checks to gain access, a Software (Data Search) check to find useful data and a Software (Data Analysis) check to extract a meaningful answer from it. Failing this last check leads to an incorrect conclusion. ('This subsector's IR Market is held in the local IntSec bureau.')

Alternatively, PCs looking for the IR Market skinny can surf the Gray Subnets. This works much the same way, except instead of avoiding security guards, co-workers and security cameras, the PC must avoid being caught accessing the subnets (treason codes JJ, LL and/or MM) by IntSec's intrepid NetMonitors.

Lastly, curious PCs can simply wander around deserted sublevels in hopes of finding something interesting. The odds of encountering an IR Market this way are low. On the plus side, it's a quick way to get into unexpected trouble. Either let the hapless PCs wander around aimlessly for an hour while you attend to your other players or, if you prefer, consult the following table:

Deserted sublevel random encounter table

01-02	IR Market (01-10: active; 11-20: abandoned)
03-04	Secret society meeting (01-04: Communists; 05-08: Corpore Metal; 09-12: Death Leopard; 13-16: Psion; 17-20: PURGE)
05-06	Frankenstein bot
07-08	Hidden IntSec interrogation center
09-10	Secret R&D research project
11-12	Armed Forces Vulture Commandos live fire exercise
13-14	Cannibal mutants
15-16	Unlicensed radioactive waste dump
17-18	Deep pit leading to the Underplex
19-20	One-way chute into VIOLET corridor

Calling the cops

Sooner or later, you'll run into a player who thinks it'd be good to tell The Computer about all those mean, bad IR Marketeers. Gosh, maybe that'll earn him a promotion! Wouldn't that be neat?

In practice, bringing an IR Market to the attention of the authorities isn't a great idea. (O loyal Troubleshooters, when will you learn?) If someone tries it, choose one of the following three results:

1. The PC receives a generous credit reward for his dedicated service to The Computer. Sadly, the authorities must also penalize him for his willful contact with illicit secret society elements; the resulting fine greatly exceeds the reward. Oh, and let's not forget to assign the PC a Malfeasance Control Device to ensure he never enters an IR Market again. A brainscrub wouldn't go amiss, either. You can't be too careful where those dastardly IR Marketeers are concerned!

2. Internal Security conducts an elaborate sting operation to take out this nasty old IR Market. They induct the PCs as patsies, weigh them down with surveillance equipment and send them into the market at gunpoint to make some purchases, at which point IntSec troopers roll in with lasers blazing. When the IR Marketeers shoot back, who gets caught in the crossfire?

Gray Subnets: The next best thing to privacy

Creating a Gray Subnet is like creating a room with Tension 0: not easy. Some subnets are connected to AlphaNet, but go undiscovered through a combination of disguised firewalls, scrambled network addresses and well-placed bribes. Other subnets connect at a prearranged time, at a data address that changes in a prearranged rotation; the connection lasts seconds or minutes, just long enough to send out C-mails or let members download a message board.

Some subnets are mobile. Like a pirate radio station broadcasting from a van, these subnets connect wirelessly to AlphaNet routers to commit treason, then move on before they can be located. The addresses for these sites usually include, in place of a sector, the term 'wifi.'

Every secret society has at least one 'official' Gray Subnet, often several, but their quality and content vary greatly. Death Leopard's infamous SkullzNet (<http://skullz.dedlep.wifi/biteme>) is simply a filesharing host for videos from recent and classic pranks. It's content-rich, but has almost no graphics and uses 8-bit color. On the other end of the spectrum is FCCC-P's Believe Online (<http://IR.fcccp.vft/believe>), a site with enough flashy graphics, full-motion video and slick music to conceal the utter lack of real information.

Most of these Gray Subnets were built and are maintained under contract by Computer Phreaks. They have the experience and tools needed, and though they charge an arm and a leg—and some practice blackmail as a profitable hobby—their customers believe secure communication is worth it. Industrious and penurious individuals in some other secret societies have used Phreak-made open-source software to build their own subnets, including TechSub (Pro Tech), Master's Voice (Humanists), Purity (Anti-Mutant) and one designated only by a 2,048-digit hexadecimal address (Corpore Metal). One unusual home-built subnet is the Romantics' Mother Bell, constructed from taut twine connected to plastic cups; currently it supports only voice messaging.

One thing you seldom find on Gray Subnets is propaganda. Most are places where secret societies plan their next treason, not where new recruits arrive for indoctrination. But absent propaganda, the sites feature every other imaginable form of treason. From PURGE instructions for making homemade grenades to Anti-Mutant hit lists of 'confirmed mutants,' treason runs like a river. Although some of it baffles the average citizen ('What are all these "Celeb MPEGs" on the Romantics forum?'), a lot of it makes for great blackmail.

Or maybe not. Subnets are an open secret in Alpha Complex. Everyone knows they exist, but the mere knowledge could land a citizen in hot (sometimes boiling) water. Every now and then, a citizen accidentally accesses a Gray Subnet and gets way more information than he ever wanted. Maybe his PDC's frequency happened to match the frequency for Treehugger Web, or a Phreak re-routed one public terminal to the CommieVista homepage. This citizen then has a tough choice: ignore the treason, and hope the subnet admins don't notice the little visit? Or report it, and hope IntSec doesn't assume the citizen has been tainted?

When choosing between trusting a secret society and trusting Internal Security, most citizens know enough to choose neither. They stay quiet and hope for the best. That always works in Alpha Complex, right?



3. Did you think IR Markets survive because they can completely, 100%, evade Alpha Complex security? No, it's because they're getting cover from corrupt Internal Security agents. You know, those Internal Security agents the PCs just contacted. Once the PCs check into the crooked IntSec department, they don't check out. New clones, please!

Generate your own IR Market!

This game needs more tables! Every gamer loves tables!

Look through all the following tables. For each table, pick a result you like or, if you can't decide, just roll 1d20, check the line on the table that corresponds to the result, and use that description. After about eight, nine rolls—we kinda lost count of the tables—you'll have an INFRARED Market ready-made for the PCs to blunder into and get swindled, mugged or shot.

Can we get there from here?

IR Marketeers go to great lengths to set up IR Markets, and they don't let in anyone untrustworthy. Citizens may first have to demonstrate they trust the marketer before the marketer trusts them.

Once the Troubleshooters know where they're going, roll on this table to determine what they must do to get in.

01-02	The entrance is hidden at the bottom of Food Vat 4 in Production Area 432B. Jump in from the catwalk, swim to the bottom, and release the latch.
03-04	The door is hidden behind vending machine R23 in corridor 96J. Buy CheezeLyke, Sparkling B3 and Cold Fun On A Stick, in that order. <i>[Many security cameras are trained on the machine. The machine loudly announces any purchases, drawing stares from passersby.]</i>
05-06	In PLC, fill out Form USH/STYI/424/9. In the 'Reason for Termination' field, write 'The voices in my head told me so.' Turn it in to any YELLOW assistant retail sales manager.
07-08	Walk up to the IntSec GREEN goon in Corridor 16 and offer him 200 credits. He'll take you to us. <i>[Of course there are several goons on duty.]</i>
09-10	Make your way through Vulture Squadron Target Testing Facility UEU-0050. Stand in front of Target #92. A trap-door is keyed to the phrase 'Ready! Set! Fire!' Speak loudly.
11-12	In CPU, volunteer to alphabetize yesterday's incoming Product Repair Forms. When you're finished, the third letter in the 'Reason for Malfunction' fields, read in order, will give you further instructions. <i>[When they're done, reroll.]</i>
13-14	Go to HPD&MC Production Facility SO-3. Enter the studio with the lit red light and the sign saying, 'Taping in progress. Absolutely no disturbances.' <i>[Need we mention several studios are actually in this state when the Troubleshooters arrive?]</i>
15-16	In the High Energy Physics Division of R&D Lab 12-CXX, volunteer to test the Experimental Molecular Displacement Machine before you're asked. The techs know to push the blue button when they get volunteers. Or is it the green one? Whatever, the techs know.

17-18	Go to Radiation Processing Plant 46-U. Enter the door with the 'Radiation Danger—Do NOT Enter' sign. Grab the cooling rod and pull. That'll open a secret passage.
19-20	Board the transbot from LKT Sector to IEW Sector. After it passes Mike-U-BCE-6 Memorial Station, pull the Emergency Stop cord. Climb out a window onto the top of the transbot and then through the ceiling panel marked with an 'X'. <i>[Characters have about 30 seconds before the transbot starts moving again.]</i>

Market environs

01-02	Private domicile (01-04: INFRARED barracks; 05-08: RED dormitory; 09-10: ORANGE room; 11-14: YELLOW room; 15-18: GREEN apartment; 19-20: BLUE suite)
03	Mobile vendor (01-08: autocar; 09-19: transbot; 20: Vulturecraft)
04-05	Transtube system (01-09: deserted station; 10-18: abandoned tunnel; 19-20: derelict tubetrain)
06	Noisy industrial complex (01-04: Armed Forces munitions plant; 05-10: HPD&MC housing construction site; 11-20: PLC factory floor)
07-08	Disused sublevel
09	Sewer tunnel
10	Armed Forces installation (01-10: supply depot; 11-20: firing range)
11	CPU administrative center (01-12: private office; 13-16: cubicle; 17-20: hardcopy archive)
12	HPD&MC vid studio (01-10: abandoned set; 11-15; prop room; 16-20: vidstar dressing room)
13	Power facility (01-10: fuel rod storage; 11-20: sewage recycling plant)
14-15	PLC warehouse (01-10: noisy and active; 11-20: quiet as the grave)
16	R&D research unit (01-10: laboratory; 11-20: prototype testing area)
17	Tech facility (01-12: vehicle garage; 13-19: hospital; 20: MemoMax vault)
18-20	Online presence only (01-10: Gray Subnet; 11-13: mailing list; 14-16: online catalog; 17-20: hidden C-Bay auction)

Who runs the market?

01-05	Class A Secret society (01-02: Death Leopard; 03-05: FCCC-P; 06-14: Free Enterprise; 15-18: Romantics; 19-20: Sierra Club)
06-08	Class B Secret society (01-03: Anti-Mutants; 04-07: Corpore Metal; 08-13: Mystics; 14-20: Pro Tech)

09-13	Class C Secret society (01: Communists; 02-07: Computer Phreaks – online only; 08-10: Frankenstein Destroyers; 11-13: Humanists; 14-16: Psion; 17-20: PURGE)
14-16	Service firm (01: AF recruiters; 02: CPU economic analysts; 03: HPD&MC marketing researchers; 04-13: PLC selling off factory & warehouse surplus; 14: Power Services recycling; 15-19: R&D field data collectors; 20: Technical Services tech support)
17	Internal Security sting operation (skip Relationship with Internal Security table)
18-19	Independent entrepreneur (01-06: RED petty thief; 07-14: YELLOW embezzler; 15-20: BLUE venture capitalist)
20	Coalition; roll again twice. If the two organizations hate each other, the market is currently embroiled in economic warfare.

Relationship with Internal Security

01-05	Under the radar
06-08	Covered up by plants in Internal Security
09-10	Blackmailing IntSec officers
11-18	Giving kickbacks to IntSec officers
19-20	Scares the hell out of local IntSec bureau

Primary category of merchandise

01-02	Weapons and defense
03-04	Medications
05-06	Software and data
07-08	Hardware and bots
09-12	Consumer goods (01-04: consumables; 05-07: clothing; 08-13: equipment and appliances; 14-18: entertainment; 19-20: useless crap)
13-14	Personal services
15-18	A little of everything
19-20	Roll again twice

Staff

01	Jaded INFRARED speaks in a flat monotone, yawns a lot
02	Slick RED hawker wows 'em with non-stop line of patter
03	Surly, unkempt RED never makes eye contact

04	Mildly intoxicated RED with roamin' hands
05	Sweating, stammering RED vendor begs the Troubleshooters to rescue him from this hellhole
06	Businesslike ORANGE directing several dazed INFRARED drudges
07	Bouncy, excitable ORANGE citizen just can't stop haggling
08	Diminutive, sly YELLOW salesman with hulking, slow-witted RED sidekick
09	Three perky, seemingly identical GREENs who complete one another's sentences
10	Iron-jawed vendor clanks around in whirring BLUE battle armor
11	Pair of squabbling business partners (01-05: RED; 06-10: ORANGE; 11-13: YELLOW; 14-18: dressed in neutral non-clearance colors; 19-20: jackobots)
12	Dreamy-eyed citizen in tie-dyed rainbow coverall
13	Hunched figure completely concealed by brown robes; speaks through a voice synthesizer
14	Cheerful, poorly reprogrammed bot (01-10: jackobot; 11-13: docbot; 14-16: scrubot; 17-19: teachbot; 20: warbot)
15	Gang of roughhousing Junior Citizens
16	Expressionless, horribly beweaponed cyborg
17-19	Horde of competing vendors of every possible stripe
20	Roll again twice

Defenses

01-03	Obsolete guardbots
04	Sleek combots
05	One badass-looking tankbot
06-09	Grunting, hypermuscled thugs
10-13	Cold-eyed men with guns
14	Sinister-seeming mutants
15	A gentle tranquilizer mist
16	Ominous security cameras
17	Automated weapon turrets
18	Tacnuke on a deadman switch
19-20	Roll again twice

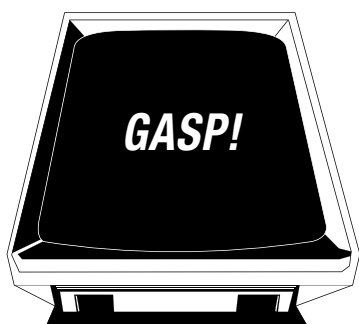


■ Passwords

IR Market guards like to demand passwords before they admit citizens to the market. This helps filter out IntSec officers and other enemies; plus, it lets them feel smug when they turn you away for not knowing the day's magic word. Passwords are often incriminating phrases appropriate to whatever secret society runs the market, such as 'I killed three registered mutants today,' 'Go Pro, Pro Tech!' or 'Death to meatbags.' Many IR Markets record utterances of these passwords as blackmail material.

It's best to use passwords apt for the current situation. But if nothing comes to mind, roll 1d20 or pick a password from this handy-dandy table!

01	CoffeeLyke burns my tongue!
02	B3 tastes like vat drizzle!
03	Hot Fun is rancid!
04	Soylent RED is people!
05	Don't believe the news!
06	More useless than CPU!
07	Internal Insecurity!
08	Mike-V is a Commie!
09	Sex is hot!
10	Sex with bots is <i>really</i> hot!
11	Mutation is only natural!
12	Disloyalty parade!
13	Little RED disk!
14	Proletariat!
15	Democracy!
16	VIOLETs can bite me!
17	GAMMA Clearance!
18	The Computer is crazy!
19	Vultures can't shoot straight!
20	<i>I hate Teela O'Malley!</i>



■ Likely pickup/rendevous points

If the PCs purchase something on a Gray Subnet, or it's so hot an IR Marketeer won't keep it at hand, the seller arranges to drop off the merchandise at some even more secretive location. For instance:

01	RED Cafeteria R-899. Ask the server for 'B3 in a YELLOW can, not an ORANGE bottle.'
02	Waste reclamation tube in corridor J9. Crawl in the tube. The item will be on a ledge about 4 meters down.
03	Blend in with the extras on the set of <i>CSI: CSI Sector</i> . One of them will be toting a cone rifle prop (at least we think it's a prop). That's your contact.
04	Outside GREEN conference room GG105.
05	McWellon Missile Base, abandoned Armed Forces base in the Tranz (see the <i>PARANOIA</i> supplement <i>The Underplex</i>).
06	Under a loose floorboard under your bunkmate's bunk.
07	Your briefing officer will have it, but you have to ask nicely.
08	Under the disabled security camera in corridor I95.
09	At the foot of the UV Control Tower. Dig one meter down on the NW corner.
10	Strapped to the ceiling of transtube tunnel ER5.
11	Medical Facility J-Alpha. Your contact is a docbot. Its codephrase is 'Where does it hurt?' The countersign is 'Right here' while pointing at your forehead.
12	In confession booth 9T, under the seat.
13	Internal security headquarters in Sector VSP is under our control. Ask for the supervisor.
14	Stay right where you are. We'll bring it right to you.
15	Room 101.
16	Acquire a black briefcase model BBM627. Put the payment in untraceable credits inside. Walk from corridor R76 to IR32 at 0900 this Fourday. Your contact will bump into you, dropping his briefcase; you do the same. Pick up the other one.
17	At the very bottom of the trash bin in ORANGE Cafeteria OPP-U0I.
18	Third stall on the right in washroom G33.
19	Touch the fifth eyelash from the left on the painting of Friend Computer's eye in corridor H76. This will open a secret panel in the wall.
20	In PLC. Ask for the equipment for Troubleshooter Team A74.

GM-only item statistics and notes

Here are the secret ULTRAVIOLET-Clearance writeups for the equipment and services presented in the player section. As always, we define game effects loosely, with the charmingly slovenly caprice characteristic of *PARANOIA*. This lets you more easily adapt, modify or reject these notions in favor of your own supreme authority and uncompromising creativity. Plus, we can slack off on the numbers.

Illicit weaponry (Militia Matters!)

Chainsaw Gun



ORANGE. This clumsy but pleasingly gaudy contraption acts just like a chainsaw (W3K impact AP) but there's a trigger underneath the main body. Once the trigger is pulled, the saw shoots out of the front with enough force to propel it 10m—or, at point-blank range, through a body. (If this happens, we suggest skipping the whole damage-step thing and just terminating the poor clone.) The saw easily fits back into the gun's body, but the user must wait five minutes for the blade to run out of power or he'll lose some fingers. Malfunction: The chain snaps off and slices through a random part of the wielder. (WJ MacGuffin)

Drug Dart Gun



YELLOW. This dart gun has a short (10m) range and the darts do no damage, but they can pierce ordinary clothing or reflex to inject one dose of a drug. The gun holds up to ten darts at one time and comes with a full load. Malfunction: A dart gets stuck in the barrel—until the owner tries to figure out what happened. Then it shoots into him.

- ☞ **Version 1:** The buyer can specify the drug(s) inside the darts. However, the darts arrive unlabeled; they cannot be emptied and refilled. Each dart costs anywhere from 10cr for sandallathon to 2,000cr for hydropsionic acid.
- ☞ **Version 2:** The darts arrive unfilled, allowing the buyer to add whatever drug cocktail he wants—with a successful Pharmatherapy roll, of course. (WJ MacGuffin)

GreenGoo Pistol



VIOLET. **Experimental.** 12,000cr. Projectile weapon, range 20m, 4 shots. This transparent plastic pistol contains a reservoir of living greenish organic goop. GreenGoo mindlessly seeks out and digests organic material, growing larger in the process. Anyone hit by GreenGoo starts at Okay, but unless the goo is removed, it inflicts a successively higher wound each round until the target reaches Vaporized, at which point the goo completely absorbs the target. (Airtight full-figure armor protects completely.) Free GreenGoo, whether it's the tiny glob of a stray shot or a clone-sized mass, oozes toward the nearest citizen or other organic matter and tries to ingest it. The more it absorbs, the bigger it gets. To see what happens if it's unleashed in the food vats or a heavily populated area, we recommend the 1958 Steve McQueen film classic *The Blob*. (Eric Minton)

Big ol' blobs of GreenGoo

Engulf Citizen 12, Ooze Through Tiny Apertures 16, Sluggish Pursuit 18; pseudopod (absorb target as per GreenGoo Pistol), armor 0. Unaffected by most normal weapons; can be blown to bits by explosives, but the pieces soon flow back together.

Get this stuff off me!

What can destroy GreenGoo? Pick from the following list (or the nearest *Dungeon Master's Guide*), or just roll 1d20: 01-02: Extreme heat; 03-04: Subzero temperatures; 05-06: Electricity; 07-08: Sonics; 09-10: Poison; 11-12: Acid; 13-14: Detergent; 15-16: Salt water; 17-18: Hot Fun; 19-20: Bouncy Bubble Beverage

Grenade Grab Bag



See boxed sidebar on next page.

Grenadebots



YELLOW. W3K impact. Grenadebots are not really bots because they have no bot brain. But to the average citizen, anything not fleshy, inert or The Computer must be a bot, so the name stuck. When the pin is pulled, a grenadebot responds to simple voice commands from whomever holds the pin: 'roll,' 'turn right,' 'stop,' 'explode,' etc. In theory, the user can talk the grenadebot through airvents and other hard-to-reach places and then detonate it. In *practice*... the grenadebot often acts like a confused pet: It rolls around the Troubleshooter's feet, whines, barks or tries to jump into someone's lap. Successful Management rolls usually get the grenadebot to follow orders—otherwise, GMs should treat the grenadebot like a cute, loving and highly explosive puppy. (WJ MacGuffin)

Hantathrax-B



Incontestably, surpassingly, Erasure-level illegal. 50,000+ credits. Spores arrive as a cubic centimeter of white powder in a sealed canister the size of your thumb. Doing anything with the spores other than simply opening the canister requires a hermetically sealed bioweapons lab (found only in certain Armed Forces and R&D facilities) and a successful Wetware/Bioweapons or WMD Secret skill check. Only environment suits and airtight battle armor protect against infection.

- ☞ **Version 1:** The spores were irradiated in transit, killing them. Or maybe it was just a bad batch. In any case, the bioweapon has no effect whatever. (GM note: You might keep a backup mission in mind where the angry buyer tries to recover his zillions of credits.)
- ☞ **Version 2:** Fast-acting spores liquefy lung tissue within seconds. (Thrown weapon, K1K bio, range 20m, area 10m.) Fortunately, the spores die within minutes of contact with oxygen. Stray air currents can drastically alter the area of effect!



- Version 3: Just opening the canister releases spores into the ventilation system. Within hours, the spores inflict D3K bio on everyone in the sector, except high-clearance citizens in their safely airtight workplaces and residences (in other words, most of the targets PURGE was actually trying to kill). Quarantines and mass vaccinations shut the sector down for days, which may obstruct the team's current mission. The Computer is displeased.
- Version 4: As above, except everyone coughs up phlegm instead of blood. The weakened strain gives everyone in the sector a nasty case of the flu. The Computer's still displeased, and the user doesn't even get the satisfaction of massacring thousands of innocent people. *(Eric Minton)*

- Version 2: Any successful combat result of Maimed or higher means the shell zooms straight at the head of any IntSec agent in the field of fire. Below Maimed, the shot goes straight and doesn't seek IntSec helmets.
- Version 3: The shell seeks out anything slightly resembling an IntSec helmet, including but not limited to bots, trash bins, pots and pans, citizens with big heads.... *(WJ MacGuffin)*

ME Card Bomb



Illegal. 300cr. Looks just like a standard ME Card, as long as you don't examine it too closely. It can't actually pass any real security check, however, because that involves swiping it through a ME Card reader, and...

- Version 1: Three seconds after you swipe this through a ME Card reader, it explodes like an extremely small, flat grenade. (Thrown weapon, S3D impact, range 10m, area 3m) Anyone holding the card when it goes off suffers a Maimed result, losing a hand.

IHS Shells



Incredibly illegal.

- Version 1: This is just an HE cone rifle shell with a fake camera glued to the front. It doesn't seek anything except malfunctions; cone rifle malfunction happens on an attack roll of 16 to 20.

Grenade Grab Bag

Clearance varies. 300cr. The Armed Forces and PLC manufacture hundreds of different types of grenades; most look almost identical. Determining the function of a grenade from its size, shape, color, heft, brand name and serial number requires a successful Hardware (Weapon and Armor Maintenance) check. On a low margin of failure, the character has no idea what the grenade does; on a high margin, he's wrong-headedly certain of its effects.

- Version 1: The grenades are all usable, though either unlabeled or mislabeled. Pick from or roll 1d20 on the following chart to see what each grenade does. (All grenades are range 20m, area 5m unless otherwise specified.)
- Version 2: As above, but after moldering on a back shelf for years, the grenades are in poor condition. They malfunction on a roll of 16-20; a 20 means the grenade explodes the instant the pin is pulled.
- Version 3: The factory rejected these grenades; aren't you lucky they're yours? All the grenades are duds. *(Eric Minton)*

Roll	Type	Effects	Cost	Clearance
01-02	Fragmentation grenade	W3K impact	50cr	R
03-04	Concussion grenade	Targets are stunned; they can't perceive or do anything for one round.	50cr	R
05-06	Sonic grenade	S3W; a 'Wounded' target is deafened for one scene (not physically wounded) and stunned (as above) for one round.	75cr	O
07-08	Napalm grenade	S2K energy, ignites all remotely flammable substances	75cr	Y
09-10	Tangle grenade	This weapon entangles its targets. An entangled target can't move and is Snafued until end of next round. Target can move when Snafu ends.	75cr	G
11-12	Hypno-grenade	Anyone within 10m of the grenade must make a Power roll or stare hypnotized at its flashing lights. Targets freed if injured, or when the grenade's power runs out (after a while).	100cr	B
13-14	EMP grenade	H3J energy	200cr	I
15-16	Plasma grenade	V1V energy, area 20m	500cr	V
17-18	Nuclear grenade	V1V energy, area 120m (for Straight style, ignore this and roll again—unless you like it!)	100,000cr	V
19-20	Display sample	No effect	10cr	R

- Version 2: Three seconds after you swipe this through a ME Card reader, it delivers its payload: a logic bomb that destroys the credit balance of the card reader's owner. When swiped through a card reader owned by a service group or firm, it may wipe the credit balance of an individual, a department, or the entire firm, at your discretion. If thrown, the card has no effect whatsoever, except perhaps to embarrass the thrower. (Eric Minton)

Microwave Rifle



Illegal. Highly experimental. This battery-powered rifle shoots microwave radiation (energy, variable damage, 24 shots, 50m). Affects only organic targets. Once the trigger is pulled, the rifle continues to fire for six rounds no matter what. Damage depends, not on success margin, but on how many rounds the target gets hit. On the first round of targeting, any successful to-hit roll causes a snafu. In later rounds, roll again to hit, ignoring success margin; if the roll succeeds, damage increases one step. For example, a target caught in the microwave rifle's beam for three rounds is maimed. **Malfunction:** The rifle drains the entire battery pack in one intense blast of radiation that vaporizes everything in the beam, including the front of the rifle.

- Version 1: User must reroll each round to keep the microwaves on the target. If the target evades the beam for even one round, then the damage stops at the last step and players must start over from snafu.
- Version 2: User need not reroll as long as nothing blocks the path to the target. The beam ignores all reflex, but metal armor (like a bot) sparks wildly and blocks all damage. In Classic play, if the target is vaporized, the rifle emits a loud *bing!* and then shuts off. (WJ MacGuffin)

Nuclear Slugthrower Rounds



VIOLET—and even **VIOLETS** must submit lots of forms. **Experimental.** 6,000cr/6 bullets.

- Version 1: These hollow bullets exist just below critical mass; they collapse upon impact, thus attaining critical mass and exploding in teeny-tiny nuclear fireballs. (M2V energy, range 40m, area 2m.) If two nuclear rounds ever touch each other, they attain critical mass and detonate. Boom! So no more than one nuclear round should ever be kept in a cartridge; it must be loaded in with other ammo to be safe. Stepping on or otherwise crushing a nuclear round may cause it to explode. Its radioactivity can be detected by many security systems unless stored in a lead-lined case; it may also cause mutation or cancer. **Malfunction:** The round explodes in the weapon's chamber, destroying it and doing damage as an attack.
- Version 2: As above, but the bullets are of an extremely large caliber that doesn't fit any standard slugthrower on the market. A rifle of the appropriate caliber costs 1,000cr and can't use standard ammunition.
- Version 3: The rounds have been sitting around an Armed Forces vault for a couple of centuries, and enough of the radioactive isotope has decayed to render the bullets effectively inert. They're still radioactive, but they don't explode; treat them as ordinary dum-dum bullets (M3K impact, range 40m). (Eric Minton)

Psionic Detonator



GREEN. 200cr. **Experimental.** Each barbell-shaped detonator has a toggle switch with two settings. On the 'low sensitivity' setting, it won't go off unless someone uses psionic powers on it directly, like trying to move it around with telekinesis. On the 'high sensitivity' setting, it explodes if anyone nearby uses any kind of psionic mutant power, or sometimes for no reason at all. There is no 'off' setting. (Demolitions weapon, W3K energy, radius 5m.)

Information on psionic mutations is found in *The Mutant Experience*, another exciting supplement for *PARANOIA*. The short version: Any mutant power that only affects the mutant's mind, or affects the world via the mutant's mind rather than his body, can be classed as a psionic power. Or not. Hey, go ahead and define Matter Eater as psionic if it helps you blow up the PCs. (Eric Minton)

R&D Arms Surplus



lillegal. 100 credits and up. The buyer receives one or more remaindered R&D experimental weapons. Choose something at random from STUFF, STUFF 2, or any published mission, or just make something up, and thank your player for inviting you to mess him over.

- Version 1: R&D stripped the weapon for useful parts, sending an empty shell. Or maybe it's just a model. Anyway, it does nothing, although it may well look intimidating.
- Version 2: This is all part of R&D's latest strategy for testing experimental equipment. The weapon is covered with microscopic cameras, microphones and sensors. Not only does these permit R&D scientists to determine how the weapon works under field conditions, but they may also gather blackmail data on the buyer! (Whenever the weapon is out in the open, the area is considered to be Tension level 16.) (Eric Minton)

Shardthrower



INDIGO. **Experimental.** W2V impact. This looks like a flamethrower, complete with backpack, nozzle and a flexible tube connecting the two. The backpack powers an electron stream that guides the tiny shard with enough force to turn a target into a heap of unprocessed soylent. The shardthrower is also silent; once the trigger is pulled, the only way to know it worked is to look around for something—or *someone*—in pieces. Given that the backpack is a portable particle accelerator, it tends to attract attention; raise all nonzero Tension levels by 5. It also has the nasty problem of firing by itself. Whoever wears this notices things, and people, exploding all around him. (WJ MacGuffin)

Stealth Pistol



INDIGO. Most existing projectile-based hand weapons (but not energy or sonic weapons) can be configured in stealth versions, including pistols, tanglers and ice guns. The cost is 5-10x a normal pistol of its type.

- Version 1: The weapon is manufactured from plastic-ceramic composite that defeats metal detectors and other scanning devices. This gives a variable bonus on Stealth (Security Systems)

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Militia Matters!

Local PURGE members meet weekly to swap weapons and other military accessories. They *do* traffic with non-members, but outsiders make their trigger fingers all twitchy.

Market site: Activity Center 875-IR

The Alpha Complex Rifle Association (ACRA), an approved Elective Activity or Pursuit club, meets every Oneday night in Activity Center 875-IR. Like most Activity Centers, this is a warren of tiny, windowless rooms, each crammed with mismatched chairs and scratched-up desks beneath banks of harsh, flickering fluorescent lights. In short, it's like an Old Reckoning public school. Each room has a security camera, but the surveilling IntSec agents quickly tune out the EAP club meetings' mind-numbing minutiae. (EAP club meetings start at Tension 8, but drop to Tension 2 after half an hour or so.)

For most of the members, ACRA meetings are an opportunity to discuss the relative merits of weapons they lack the clearance to own. But a local PURGE cell, Militia Matters!, uses the EAP club as a front. While club members babble about different slugthrower grips, PURGErs size them up as potential recruits, and handle secret society business with code phrases and Twitchtalk.

At irregular intervals, Militia Matters! holds a weapon swap meet in one of the Activity Center rooms. The room's security camera is looped to show a dark, empty room (Tension 0), so members can plan, plot and purchase freely. New members are inducted at these meetings, and guests are invited to buy and sell weaponry, so members wear masks to avoid recognition. Squeezing well-armed PURGErs into one sweaty little room with potential spies makes them jittery; visitors are advised to be extremely polite.

Behind the Scenes

Militia Matters! keeps a low profile to avoid IntSec attention. If a PC tries to win a commendation by reporting the cell to IntSec, the GREEN goons make him take point in a sting operation. There's no good way out of this; even if the PC survives the raid, at least one militant escapes the net long enough to pass news of the Troubleshooter's treachery to other PURGE cells. And once PURGE decides to make an example of you, multiple deaths follow.

Typical merchandise

Militia Matters! buys, sells and trades weapons, armor and weapon accessories. They also sell instructions for constructing crude explosive devices out of household chemicals and appliances. PURGErs aren't much interested in haggling; prices start at 150% of list, and drop as low as the base price. Fellow PURGErs have it easier, with prices starting at 110% and going as low as 90%.

The few non-combat items for sale are also intended to help overthrow the status quo. For sneaking into high-clearance areas, you can buy brevet badges for 50cr times the badge's clearance (R=1, O=2, etc.), or high-clearance clothing for 100cr times its clearance. Surveillance gear is available; for an exciting selection of meatspace spyware, see the first *STUFF* equipment supplement.

The good people at Militia Matters! occasionally rig a gun or bomb so they can trigger it remotely after they sell it. Sometimes they even conceal a camera in the weapon barrel so they can watch the ensuing carnage. Bad for business? Sure, but these are terrorists, not businessmen. They don't mind losing a few customers if it means striking a blow against The Computer. (Especially because they don't get in harm's way themselves. Why die for the cause when you can get some *other* guy to die instead?)

Explosives cookbook

Sooner or later, some ambitious Troubleshooter wants to brew up his own explosives. Let him! He's just mixing volatile compounds to produce a treasonous device; what could go wrong?

Our prospective bomb-maker must first determine the necessary components. He can look it up online, though this earns IntSec attention unless he makes a successful Software/Hacking roll. Alternatively, success in a hidden Hardware/Chemical Engineering check provides the necessary information; failure means the chosen components are useless or lethal to the bomb-maker.

Next, the character must procure the components: household substances that can be mixed to create an explosive, a fuse or detonator, and a container. Together, these cost only about 100cr; an electronic timer is 200cr. But IntSec keeps an eye out for these purchases; anyone buying the wrong combination of chemicals gets hauled off for questioning, even if they just wanted to varnish the tabletop and clean the drain. Alternatives include buying each item on a separate (stolen!) ME Card, buying everything on the IR Market for three times the price, or just plain stealing stuff.

Assembling the device requires another Hardware/Chemical Engineering check to create the explosive, then a Violence/Demolition check to build the bomb. Throw in a Hardware/Electronic Engineering check for any detonator more sophisticated than an ignitable fuse. Failure on any check can either mean the bomb's a dud, or an immediate explosion (Killed/Vaporized at worst, but more likely the character is Down, Wounded and suffers half a dozen different Maimed results. Owvv.)

After all that, a typical homemade pipe bomb does S2K impact damage (area 10m), can go off by itself if jarred, and still requires a successful Violence/Demolition check to use. Really, it's better just to buy a real bomb, and isn't that what the IR Market's for?

Staff

About a dozen PURGErs attend any given swap meet. Though most are RED or ORANGE, they dress in black to preserve anonymity. (Higher-clearance citizens quickly develop a blind spot for INFRAREDs.) They're not interested in making friends; they give fake names and say nothing about themselves. The only subjects of conversation are how much they hate The Computer, and guns. They love guns. Get 'em started about guns, knives, explosives, artillery, missiles, and other bits of military hardware, and they'll never shut up. —Unless you rouse their suspicions, in which case they shut up and murder you.

Typical Militia Matters! Member

PURGE; Corrosion, Hypersenses or Mechanical Intuition 10; Interrogation 10; Concealment 14, Security Systems 14, Surveillance 14; Violence 10; Chemical Engineering 12, Weapons and Armor Maintenance 16; Haggling 08, Weapon Trivia 18, PURGE Twitchtalk 16; all other skills 06; slugthrower (W3K impact), green-barreled laser pistol (W3K energy), knife (S5K impact), and several other weapons; kevlar vest (I3 armor)

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checks to sneak the weapon through security checkpoints. This provides no protection against pat-down physical searches.

- ☞ **Version 2: Experimental.** The weapon disassembles into several components that look like mundane items; for instance, a tangler might break down into objects resembling a cigar tube, a refillable lighter, a pencil sharpener and a keychain. This provides a big boost to Stealth rolls to bring the weapon past security, though many of the parts resemble high-clearance items the owner isn't authorized to possess. Assembling the weapon requires several rounds and a successful Hardware/Weapon and Armor Maintenance check.
- ☞ **Version 3:** As above, but the weapon arrives disassembled into hundreds of tiny components. Takes several hours to reassemble.
- ☞ **Version 4:** The pistol is really small. Tiny, even. This provides a bonus to all relevant Stealth specialties involving the pistol, including physical searches. On the other hand, its minuscule size makes it hard to fire effectively; the owner uses the appropriate weapon specialty or Fine Manipulation, whichever is lower. In addition, the weapon's Boost rating is doubled (i.e., it becomes less deadly), and its range is halved. *(Eric Minton)*

Tile Mine



Illegal. 100cr.

- ☞ **Version 1:** The user may pry up an existing floor or wall tile and replace it with a Tile Mine. This requires a successful Violence (Demolition) check. Anyone moving through the area must make a contested Stealth (Concealment) check against the mine-setter; failure results in stepping on the mine. An exploding mine inflicts M3K energy damage on whoever set it off, and S3M impact damage on everyone else within a 5m radius; use the same attack roll for both effects. If the person moving through the area knows the mine's location, he rolls both Stealth (Concealment) and Violence (Agility) and uses the better roll. Note that carrying the mine around risks explosion if the carrier is jolted or struck. A tile mine can be thrown as a weapon (S3M impact, experimental, range 10m, area 5m); if the first attack roll misses, the mine doesn't go off at all, and may be thrown back!
- ☞ **Version 2:** As above, but this particular tile size isn't really all that common. In fact, it's almost impossible to find a place where it'll fit in among other tiles. All you can do is set it on the floor, maybe covering it with some dust or grit, and hope for the best. *(Eric Minton)*

Toilet Firebomb



YELLOW. This cross between cherry bombs and greek fire is a powerful firework that can be flushed down a toilet to explode (O4W impact) and send a torrent of flaming oil out of the bowl like a flaming geyser (S4K energy). If used outside toilets they act like miniature napalm grenades (S4K energy, area 0.5m). High-clearance citizens know, often from painful experience, exactly what these are used for; any supervisor who finds one assumes the owner is a no-good punk who needs constant watching. *(WJ MacGuffin)*

Viral Communism Grenades



Illegal. 100cr. When thrown, the grenade fills a 5m radius with a thin, virus-laden mist. Everyone within the radius gets infected with the Commie.C virus; the only defense is full-figure armor or a high-quality gasmask. At odd, GM-determined intervals, victims feel an overwhelming urge to shout Communist propaganda at all and sundry: 'Power to the People! Proletarians of all Sectors, Unite! Long Live the Great Sixday Socialist Revolution!' Clamping one's mouth shut to avoid shouting requires a successful Violence roll. The mist remains contagious for only a few minutes, but infected individuals continue to suffer effects for one to three days, after which they come down with a bad head cold. All victims gain a point in the Unhealthy skill of Communist Propaganda. *(Eric Minton)*

Wall Socket Taserbot



ORANGE. 500cr. This hemispherical device, which resembles a bot's decapitated head, plugs into any standard wall socket. It channels electricity through an extensible antenna to shock intruders (S3D energy, 5m, Violence 10). It's extremely chatty, even when unplugged; it only uses the wall current to power its shock antenna, leaving it free to carry on an annoying conversation at any time. *(Eric Minton)*

XENgun Model 338C



RED. 300cr.

- ☞ **Version 1:** A product of finely-planned obsolescence, the Model 338C no longer functions in any fashion; its delicate inner workings all rotted out years ago. Makes a nice conversation piece, though.
- ☞ **Version 2:** XENgun AT recalled the Model 338C for good reason. Though it's far more damaging than ordinary laser pistols (W2K Energy), it malfunctions on a roll of 17-20, or whenever the player's reliance on it starts to bug you.
- ☞ **Version 3:** The Model 338C earned its reputation fairly as a safe, effective laser pistol. The weapon never malfunctions, ever. Even trying to fire a laser barrel more than six times results in nothing more than the laser refusing to fire and automatically ejecting the spent barrel. What's the downside? Laser weapon aficionados recognize the Model 338C on sight. Disproportionate numbers of laser weapon aficionados can be found among Vulture Troopers, corrupt IntSec officers, passing High Programmers, and other self-indulgent citizens who have no philosophical objection to confiscating shiny toys from low-clearance Troubleshooters. *(Eric Minton)*



Illicit data (the y3110wb0t list)

Anti-Mutant Meeting Room



Illegal.

- ☞ **Version 1:** Room 55-G in FTI Sector is an abandoned hygiene station—and really is an Anti-Mutant meeting room. It's used pretty much all the time, so anyone dropping by uninvited will see a group trading stories of registered mutants they beat up last weekcycle. Of course, they will not take kindly to such an intrusion.
- ☞ **Version 2:** As version 1, but the Troubleshooters pass through an experimental mutant detector as they walk in. The semi-accurate detector flags some subset of the team as mutants.
- ☞ **Version 3:** This is still an Anti-Mutant meeting room, but the branch that uses it is under protection by an ULTRAVIOLET. Anyone setting foot inside will be targeted by IntSec for a mess of unsolved treason cases. (*WJ MacGuffin*)

Blackmail: FD Jen-G-VJD & Bot



Illegal. 1,500+ cr.

- ☞ **Version 1:** Jen-G is indeed a Frankenstein Destroyer, and her superiors in that society would certainly be unhappy to learn of her dealings with bots... if there were any. This video has actually been digitally altered, inserting a TriTech Model 9V combot in the place of a human Frankenstein Destroyer contact. This may prove deadly embarrassing to Troubleshooters who try to blackmail Jen-G. Doubly so, since the TriTech Model 9V is a top-secret experimental bot whose very existence is classified VIOLET. Turning the file over to The Computer or Its minions will just earn the entire team a brainscrub. (A viewer may recognize the secret nature of the TriTech Model 9V on a successful Botspotting check.)
- ☞ **Version 2:** It's true! Jen-G's actually a Corpore Metal agent spying on the Frankenstein Destroyers. But you don't get to be a high-ranking secret society spy unless you're ruthless to a fault. She responds to any blackmail attempts by sending killer bots after the PCs. No matter where they go, they're ambushed by guardbots, buttered by toasterbots, or just plain perforated by automated laser defense systems.
- ☞ **Version 3:** Confronted by evidence of her treachery, Jen-G folds like a house of cards. She forks over up to 20,000cr in unmarked plasticred in exchange for the files. Of course, most of these ill-gotten gains are so narrowly licensed as to be almost unspendable. The rest are marked by IntSec, so that any attempt to spend them results in immediate arrest for Frankenstein Destroyer activities. If the PCs demand more than 20,000cr, she snaps. She's got a slugthrower and she's not afraid to use it.

Jen-G-VJD-4

Energy Field 12; Violence 09, Projectile Weapons 13, other skills 07; slugthrower (S3K impact), green reflc (E1). (*Eric Minton*)

Blackmail: Filesharing Data Trail



Illegal. 500+cr.

- ☞ **Version 1:** Sure, Veronica-G's illegally downloaded a kajillion music files. But she doesn't care because she's in HPD&MC, and no one *important* cares if citizens in HPD&MC dabble in tiny little treasons like filesharing. She'll just get fined, and maybe censured a little.
- ☞ **Version 2:** Filesharing isn't Veronica-G's only vice. Between illicit gambling and fines for insubordination, she's in debt up to her eyeballs. The last thing she needs is more trouble from IntSec, but she simply can't pay; she hasn't a single credit to her name, and she's already sold all her possessions except for her PDC and a few changes of clothing. Would the blackmailer be interested in 50,000 music downloads?
- ☞ **Version 3:** When confronted by evidence of her filesharing habits, Veronica-G gets lippy. She makes it clear that forcing her to pay will result in unfortunate consequences for the blackmailers. If they follow through, they can squeeze up to 2,000cr out of her in plasticreds and luxury goods. Her filesharing buddies then target the PCs with a campaign of online harassment; their C-mail accounts fill up with spam, viral malware chokes their PDCs, and digitally altered photos of themselves crop up across the Gray Subnets. This persists until the PCs repay Veronica-G or until the filesharers get bored. (*Eric Minton*)

Blackmail: Murder Weapon!



YELLOW. 2,000+ cr.

- ☞ **Version 1:** This isn't really a murder weapon after all. The 'bloodstains' are nothing more than dried Strawberry-Lobster Hot Fun. Caveat emptor!
- ☞ **Version 2:** Yep, Fred-Y-WEQ-5 murdered his BLUE manager with this very crowbar. But he wore gloves, so these aren't his fingerprints. He'll laugh off any attempt to blackmail him with the crowbar unless the PCs can convince him they have other, more conclusive evidence. (This requires a successful Management check, and he won't give up more than 3,000cr or maybe a 'favor' or two.) The prints themselves belong to manual laborer Wendy-R-IIH-4; she has an ironclad alibi (she was in a confession booth at the time of the killing), leaving her equally immune to blackmail. As there's no other evidence tying Fred-Y to the murder, attempting to turn him in will just focus IntSec's attention to the Troubleshooters. Remember, framing a higher-clearance citizen for a crime is a class KK/2 offense.
- ☞ **Version 3:** Fred-Y killed his boss in a moment of passion, and didn't do a good job of covering his tracks. Not only did he leave his prints on the murder weapon, but a successful Software/Data Analysis check indicates that his movements place him in the right place at the right time to do the killing. With a successful Management check, the purchaser can convince Fred-Y to fork over as much as 6,000cr in cash or PLC goods. A failed roll sends Fred-Y into another blind rage, only this time he tries to kill the PCs. (*Eric Minton*)

■ Fred-Y-WEQ-5

Adrenalin Control 04; Management 08, Oratory 12, Violence 08, Hand Weapons 12, Forklift Ops 14, other skills 06; knife (S5K impact), no armor

■ Blackmail: Spooky Sings



- ☞ **Version 1:** With a bit of successful info-searching, PCs identify the 'singing spook' as Craig-B-TWT-3. Craig-B is a very unpleasant IntSec administrator who doesn't take kindly to blackmail attempts. If they try to contact him for a payoff, the PCs will be taken into custody by an IntSec team almost immediately. Once in custody, predictably nasty consequences ensue. However, if players get creative and try to sell this footage to someone OTHER than Craig-B, particularly Criag-B's coworkers, they should be able to make a tidy profit.
- ☞ **Version 2:** The players contact Craig-B and convince him to pay the PCs to erase the humiliating party footage. Shortly thereafter, that footage starts popping up on the subnet's illicit filesharing networks. It turns out that the seller, 'vidiotic', couldn't resist the urge to share the footage with a few friends before before selling it as blackmail fodder. Once it hits the filesharing networks, the footage becomes a sensation throughout Alpha Complex. Everywhere PCs go, they notice citizens watching it on their PDCs

and at public terminals. Craig-B - very unhappy with his sudden celebrity status - assumes he has been backstabbed by the PCs, and vows revenge. Predictably nasty consequences ensue.

- ☞ **Version 3:** Improbably, Craig-B is quite proud of his performance at the IntSec Awards Banquet... he wants a copy of the footage to show his friends. If the PCs try to blackmail him with the footage, he will be very offended - nasty consequences, etc.. Alternately, if the PCs pick up on Craig-B's delusions of musical talent and flatter him accordingly ('Wow, you sang that song better than Rand-Y-ROK ever could!'), they will earn a powerful friend. *(Greg Ingber)*

■ Blackmail: Unhistory Textbook



VIOLET. An unhistory textbook contains detailed explanations of HPD&MC's programs to remove certain unflattering events from the pages of history. Citizens of BLUE clearance or higher are often excluded from unhistory pogroms, so they usually know the truth as listed in the textbook.

- ☞ **Version 1:** This does make for excellent blackmail, and any citizen who hints at unhistorical events will rattle high-clearance citizens enough to get almost anything—until they walk away. Once that high-clearance citizen has time to think, he'll send out IntSec or

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■ Random Blackmail Generator

Use this table when your PCs visit the y3110wb0t list to see what they can dig up. Roll 1d20 three times and combine the results:

Roll	Target	Blackmail material	Reaction
01-02	Food vat worker	Vid of target attending secret society meeting	Pays up (01-10: heavily licensed credits; 11-15: used appliances; 16-20: blackmail material on someone else)
03-04	Vendobot technician	Recording of target whistling treasonous Commie tune	Has no money
05-06	Middle manager	Photo of target sneaking down VIOLET hall	Sends blustering C-mails
07-08	Personal secretary	GeneScan of target's mutant blood	Spills his guts to IntSec
09-10	Washed-up vidstar	Data trail of target's illegal IR Market purchases	Attempts to hack in and erase blackmail data from blackmailer's PDC
11-12	Second-string professional FunBall player	Unusual radiation readings from target's quarters	Goes into hiding (01-10: INFRARED barracks; 11-15: Underplex; 16-20: Outdoors)
13-14	Mad scientist	Slideshow of target beating up Junior Citizens for their lunch money	Blackmails the blackmailer
15-16	Armed Forces quartermaster	Target's fingerprints all over High Programmer's showerhead	Hires someone to deal with blackmailer (01-10: thug with brass knuckles; 11-15: assassin with ice gun; 15-19: smooth-talking negotiator; 20: warbot)
17-18	GREEN goon	Target's terribly treasonous diary	Tracks down and attacks blackmailer (01-10: barehanded; 11-15: energy pistol; 16-19: grenade; 20: TacNuke)
19-20	Secret society underboss	Collection of target's pornographic love letters to, and ghastrly slash fanfic about, Tella-0	Will gladly pay blackmailer next Twosday for a FunBurger today



the y3110wb0t list

Among the longer-lived Gray Subnets, the y3110wb0t list now faces an internal crisis. A long-standing feud between members threatens to tear the subnet apart.

■ Illicit data: the y3110wb0t list

Physically, this venerable subnet resides on a Technical Services trunk node at a junction connecting several sectors to the AlphaNet. Attempts to access the site travel through a rotating set of proxy servers that filter out Internal Security activity; access requires a successful Software/Hacking check.

Like many subnets, y3110wb0t uses a command line interface. Using the site requires a successful Software/Operating Systems check. Alternatively, users may purchase a shoddy graphical interface from a fly-by-night hacker for 100cr. Inside the subnet, a chaotic directory structure contains millions of files scattered across tens of thousands of nested directories. The resulting mess provides users a measure of anonymity, counterbalanced by the constant prying of hundreds of inquisitive hackers. (The entire site is **Tension 10**.)

■ Behind the scenes

Jack-Y-SUR-3 and Herman-O-TSN-6, two Computer Phreaks in Technical Services, constructed the the y3110wb0t subnet a few years ago. Things worked fine until they both got sucked into an online argument about botspotting. Now the two of them aren't speaking, and their partisans have escalated an otherwise meaningless pissing contest into a ruthless flamewar.

Jack-Y's supporters, the Allegorists, claim botspotting is a metaphor for a transcendent metaphysical truth. Herman-O's adherents, the Hobbyists, counter that although botspotting is indeed the coolest possible hobby, it has no supernatural or religious significance whatsoever, and anyone who thinks so is an idiot. These two factions have driven off or assimilated all subnet users except a hard core of Naysayers, who proudly proclaim botspotting is stupid and anyone who likes it is asking for a virus.

New subnet users receive a barrage of online messages inquiring as to their opinions about botspotting. If a PC responds negatively to a faction's proposals, he's harrassed until he submits or permanently leaves the subnet. A positive response prompts the faction, which is something like a mini-secret society confined to the subnet, to try inducting the PC. Inducted PCs are expected to prove themselves by attacking the other factions, whether by flaming them on the subnet message boards, hacking into their private files or tracking them down in the real world and shooting them in the head.

The benefits of joining a faction are... well, the faction stops harassing you, as long as you continue to abuse the opposing factions. On the downside, members of the other factions start attacking you. And refusing to affiliate with any faction marks you as everyone's enemy. Really, the only way to win is not to log in.

■ Typical merchandise

Like most Gray Subnets, the y3110wb0t list contains a smorgasbord of freely available files: high-clearance news archives, blackmail photos, entertainment vids, experimental equipment operational manuals, Tella-O fanfic, etc. Blackmail info is the most popular; if

your players decide to get hold of some, consult the table on the previous page, or check out the longer entries in the player section. There's no charge for copying these files; however, anyone who downloads a bunch of files without uploading anything gets tagged as a *mooch*. Phreaks despise mooches; they express this animosity by hacking the mooch's PDC and wiping its memory. In addition, the list's three factions have divvied up the subnet's directories among them; copying files from another faction's digital 'turf' provokes vicious retaliation.

One segment of the subnet serves as a crude online auction site. Although you can find a wide variety of stolen and secondhand goods here, most sellers specialize in high-clearance data and illegal software. A character purchasing goods here must succeed in a Software/C-Bay check per page 109 of the *PARANOIA* rulebook. He'd also better belong to the seller's botspotting faction, lest he receive a computer virus instead of his merchandise.

■ Staff

Jack-Y ('zer0mega') and Herman-O ('m4n4t33') work for Technical Services as system administrators; their job is to maintain the y3110wb0t list server hardware. They share an office in which they studiously ignore each other. Each would love to dispose of the other, but neither dares make the first move for fear of exposure; they've worked together too closely for too long. (This shows why most Computer Phreaks avoid ever meeting in meatspace.)

Fortunately for these two, there's a solution to their problem: Troubleshooters! Given all the collateral damage Troubleshooters do, the 'accidental' death of a TechServ sysadmin would go unremarked and uninvestigated. Through bribery and extortion (and secret society ties, if appropriate), Jack-Y arranges for a PC to kill Herman-O, even as Herman-O is making the same deal with another PC to kill Jack-Y. Then, after a few quick hacks, Troubleshooter HQ routes the team past Herman-O's favorite restaurant... then to Jack-Y's apartment... Herman-O's weekly FunBall game... Jack-Y's favorite confession booth... well, you get the picture. Too bad the actual mission gets lost in the shuffle.

■ Jack-Y-SUR-3 ('zer0mega')

Computer Phreak (actually FCCC-P); Regeneration 12; Management 07, Make Sophomoric Philosophy Sound Deep 13; Stealth 07, Surveillance 11; Violence 04; Hardware 09, Electronic Engineering 13; Software 12, Hacking 16, Operating Systems 16; Wetware 04; Alpha Complex History 12, Botspotting 16, Jargon 16, Forgery 12; no weapons or armor

■ Herman-O-TSN-6 ('m4n4t33')

Computer Phreak (actually Humanist); Uncanny Luck 10; Management 08, Troll Message Boards 14; Stealth 08, Security Systems 12; Violence 04; Hardware 08, Electronic Engineering 12; Software 11, Hacking 15, Operating Systems 15; Wetware 04; Archival Studies 08, Botspotting 10, Jargon 14, Humanist Propaganda 07; no weapons or armor

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Armed Forces to brainscrub the impetuous citizen who somehow escaped the original mind control plans.

- ☞ **Version 2:** All the purported ‘unhistory’ is bunk—it’s basically a conspiracy theorist’s ramblings based only on secret society rumors and tendencies. Readers gain one point in a random secret society’s propaganda skill, but any attempt at blackmail will bewilder the high-clearance citizen. False accusations against a higher-clearance citizen qualify as, at minimum, insubordination.
- ☞ **Version 3:** Same as Version 2, but instead of bewildering the high clearance citizen, it makes him scared and angry. Since he doesn’t remember it, he thinks that proves it happened and he was mistakenly included in the unhistory pogrom. Then he thinks about all the other things he doesn’t remember, or the things he does remember but might be untrue, or how fragile his mind and memory have become. . . . This leaves him a gibbering mess of tears and whispers, allowing the Troubleshooter to pick his pockets, walk past him untouched, etc. (*WJ MacGuffin*)

Confession Booth Crack



Deeply illegal.

- ☞ **Version 1:** This file is not a crack, but rather the song ‘(ULTRAVIOLETS) They’re Gonna Die’ by the popular underground band Commie Propaganda Machine. When the booth hears this, the Troubleshooters have to get real creative.
- ☞ **Version 2:** Playing the file sends a signal into the booth’s operating system, causing it to believe the citizen in question is truly innocent no matter what. He can scream *l’Internationale* at the top of his lungs and leave the booth alive.
- ☞ **Version 3:** The file works too well. Once the citizen leaves the booth alive, HPD&MC will suddenly arrive to film the citizen as the next Hero of the Complex. But when they check with the booth to see why this citizen is such a hero, the official reason is, ‘Loyalty index: ERROR CODE RESET BY REMOTE ? ALERT TECHSERV’. HPD&MC doesn’t want to be made a fool, so they pretend everything is fine for this scene. But they secretly follow the citizen and, in the next scene, HPD&MC frames him for treason and forces public censure or termination. (*WJ MacGuffin*)

Equipment Mod Schematics



Illegal. Each file contains detailed instructions and diagrams for rewiring a piece of household equipment into a weapon or other potentially treasonous item. A successful Hardware roll alters the chosen item. To determine which schematics the purchaser receives, roll or select from the tables below.

- ☞ **Version 1:** The schematics work as indicated. Modified equipment counts as highly experimental and malfunctions on a roll of 18-20.
- ☞ **Version 2:** As above, but the resulting item is especially prone to malfunction. Each use increases the malfunction range by 1.

- ☞ **Version 3:** Each schematic requires a specific make and model that’s no longer on the market. Acquiring the specified model is all but impossible, except possibly at a decommissioned PLC warehouse (see page 92). (*Eric Minton*)

Equipment modification table

In Straight-style games, roll 1d20 once and consult this table; use the same roll for both the original item and the modified result. In Classic and Zap games, roll 1d20 twice, once for the original item and once for the modification.

Roll	Original item	Modified result
01	Microwave oven	ECM burster (H4J energy, only vs. bots)
02	Toaster	Primitive flamethrower (S5K energy)
03	Refrigerator	Ice gun
04	Vacuum cleaner	Homemade slugthrower (ammo not included)
05	Vid player	One-shot laser (W4K energy; roll again for color: 01-10 red, 11-20 blue)
06	Scrubot	Shock prod (S2D energy; on a Maimed result, the affected area is numbed for 1-20 minutes, but not permanently damaged)
07	Housebot	Stun gun
08	Portable music player	Sonic projector (S4W energy)
09	Walkie-talkie	Propaganda broadcaster
10	Desk lamp	Flash grenade (S1S energy)
11	Food processor	Tangler
12	Air conditioner	Crude blaster (M5K energy)
13	Hair dryer	White noise generator
14	Vibro-toothbrush	Vibrating knife (S4K impact)
15	Surveillance camera	Slightly improved surveillance camera (not good value...)
16	Utility multi-tool	Electronic lockpick
17	Digital stopwatch	MemoMax editor
18	ME Card reader	Cash hacking device
19	PDC 1300	Comm scrambler
20	Petbot	Bomb (W3K impact, area 20m)



Formula for B4



VIOLET. This file contains a list of ingredients and processing instructions to manufacture B4. Manufacturing a batch of the drink requires several hundred credits' worth of chemicals and access to a variety of specialized equipment. On a successful Hardware/Chemical Engineering roll, the product comes out as intended; failure results in unpalatable swill.

- Version 1: B4 tastes pretty much like B3, with a slightly different aftertaste. Purchasers are unimpressed.
- Version 2: B4 tastes really good. Really good. In fact, it's powerfully addictive. Word of mouth spreads, and purchasers come back demanding more and more B4. This is great for profits... until the demand so thoroughly outstrips the supply that the PCs are trampled to death by huge crowds of addicted customers.
- Version 3: B4 is a potent mutagen! Anyone drinking the stuff picks up a random mutation. Make an Arbitrary Justice roll to determine whether this is a beneficial mutation (roll on the appropriate mutation table in the core rulebook) or an unpleasant mutation like scaly blue skin or extra fingers. (Eric Minton)

Grand Ole Oldies



INDIGO. 1,000+cr.

- Version 1: This is the real deal: a batch of newly unearthed Old Reckoning music files that any Romantic would kill for. If they move quickly, the PCs can turn around and resell the music for a good 10,000cr or more per buyer. However, since the music is up on a Gray Subnet, it'll saturate the market within days or even hours. The price drops into the single digits, all the buyers start feeling cheated, and they come around demanding their money back. With guns.
- Version 2: As above, but the music's already saturated the market. No one will pay more than a handful of credits per song... certainly not enough to recoup the expense.
- Version 3: This is actually a collection of mislabeled Humanist propaganda tunes, like 'Power to the People,' 'We Are All High Programmers' and 'Bots are for Serving.' Very, very illegal. (Eric Minton)

Map of Exits to Outdoors



BLUE.

- Version 1: This 3-D computer map details the locations of hundreds of exits to the Outdoors, scattered across dozens of sectors. But The Computer already knows about all of them; Armed Forces units and IntSec security teams guard the ones that aren't already bricked over.
- Version 2: As above, but many of the exits are still unknown to The Computer and marked as such. But now that the map is in

general circulation on the Gray Subnets, the PCs must wait in line behind members of a dozen mutually hostile secret societies.

- Version 3: The map shows a lot of unmarked exits, for a loose definition of 'exit.' Whenever a PC visits an exit marked on the map, consult the Random Outdoors Exit table below. (Eric Minton)

Random Outdoors exit table

Roll 1d20:

01	Sewage outflow tunnel
02	Superheated steam vent
03	Reactor effluent outlet
04	Featureless 100m vertical airshaft
05	Water filtration plant intake sieve
06	Missile silo
07	Power and maintenance conduit for aging solar panels
08	Nuclear test site
09	Biomass harvesting hopper
10	Sealed off (1-5: rusty hatch; 6-10: bricked up; 11-15: plugged with reinforced concrete; 16-20: cave-in)
11	Booby-trapped with a cone rifle shell of your choice
12-15	Guard post (1-5: Armed Forces; 6-10: IntSec, 11-15: Sierra Club; 16: Romantics; 17: spies from another Alpha Complex; 18-20 abandoned)
16-18	Armed Forces installation (01-05: Vulturecraft hangar; 06-10: training camp; 11-15: staging area; 16-20: decommissioned)
19	High Programmer's well-maintained secret escape tunnel
20	Lair for Outdoors dwellers (01-05: human tribe; 06-10: cranky grizzly bear; 11-15: Old Reckoning killer robot; 16-20: giant intelligent radioactive mutant cockroach)

Old Reckoning Literary Classics



BLUE. 400cr. Roughly 500 printed, unnumbered sheets of assorted stories. There is no cover and no binding except a piece of string.

- Version 1: These are Old Reckoning stories that have clearly suffered the slings and arrows of oral history. There are 11 stories now, but there were lots more stories that didn't survive, and pieces of some of them have migrated into the 11 that remain.
- Version 2: Kelvin-R's vidshow scripts kept getting rejected by his HPD&MC firm, so he has found a new way to market his writing. The first story has elements of an Old Reckoning story, but the others are obviously screenplays. He's actually good, and the

only reason he keeps getting rejected is that his superiors hate him. Is plagiarism treason?

- Version 3: There is a mixup in transit, and all 500 sheets are propaganda posters for the same secret society. There is a short note in the package to Beatrice-G, thanking her for using the printer's services. Beatrice-G, in turn, receives 500 sheets of Old Reckoning literature with a note thanking whoever bought them for using the same printer's services. She doesn't intend to wait around for a blackmail letter. *(Eric Zawadzki)*

PDC Self-Destruct Override



INDIGO. 250cr. Once set to self-destruct, a PDC loudly counts down from ten to zero, or two combat rounds. It functions as a grenade: W3K energy, range 10m, area 5m.

- Version 1: Affects all PDCs in a 60-degree cone, out to a range of 10m. If used in an enclosed environment or near reflective surfaces, it may trigger the self-destruct code on the user's PDC as well.
- Version 2: Affects a single PDC; it requires the serial number of the PDC to be targeted. Defaults to the serial number on the user's PDC. *(Eric Minton)*

Secrets of the High Hygienics



BLUE.

- Version 1: The data file contains high-clearance hints, suggestions and techniques to improve hygiene. Anyone following the instructions will look really spiffy—suspiciously so. The next time he interacts with a citizen of BLUE Clearance or higher, he is placed under IntSec surveillance. Either increase the Tension of every room he enters by 5 or just pick one treasonous thing he tries and have it spotted.
- Version 2: As above, but looking that good doesn't raise suspicions. Instead, the citizen immediately attracts the attention of a Humanist who's been off hormone-suppressant medication for monthcycles and is cruising for a date. He (or she) follows the citizen around, making inappropriate suggestions just loud enough for everyone in the entire sector to hear.
- Version 3: As above, but the spiffy citizen attracts the attention of the High Hygienics. Looks like they're real, and they're none too happy to have their secrets being sold on the subnets. He disappears, only to be found later with hair scissors sticking out of his chest and garrotted by mint-flavored dental floss. At least he still looks fabulous. *(WJ MacGuffin)*

Soylent Red Recipe!



INDIGO, not normally for sale.

- Version 1: The recipe is fake. FunFoods PLC is planning a new line of Security Meals that will compete against the Soylent line, so they're running a smear campaign prior to release. The recipe sounds—and is—gross and unhealthy, and woe to anyone who eats whatever is made from it (S3M bio). Any PLC

employee YELLOW or higher will be upset if he finds out this recipe exists.

- Version 2: Lippo48 stole the real recipe for FunFoods PLC, who intend to use it to develop a new line of Security Meals that will compete against the Soylent line, and he got a huge sum for his services. Now he's looking to make some quick cash by selling the recipe to other interested parties. Shortly after the auction ends, FunFoods PLC catches Lippo48 and exacts justice on him. Then they peruse his list of buyers and track them down to exact justice on them, too.

- Version 3: The recipe is real. Any citizen who reads it goes completely insane as the images of what he's been eating for years reverberate around his skull. Don't bother rolling on the temporary insanity table, as the citizen is so distraught that he commits suicide rather than live with the terrible knowledge. Even a slight glance at the recipe causes the viewer to go temporarily blind, confused and imbecilic. Think Lovecraft's *Necronomicon*—or, if you prefer, Monty Python's 'Killer Joke'. *(WJ MacGuffin)*

Teela Adventure Hour Spoilers



Illegal. The seller, Marshall-0-TYO-3, is a frustrated wannabe-actor. After his eighth unsuccessful audition, HPD&MC finally assigned him to work as a gaffer on the Teela Adventure Hour and other productions. His jealousy of those who made the grade drives him to try to sabotage the success of the shows by illegally copying filmed episodes before they air. He then advertises them for sale on various subnets. HPD&MC has caught wind of some of his attempts, but by no means all, and they can't stop him because he covers his tracks too well. Even IntSec can't get a handle on who's behind the 'HPD_Inside_Man' ID! This listing is intended to be a mission hook. Though it's unlikely that any players would want to bid on this, let them see it while looking for other things, and then use this as the basis for their next mission. *(Saul Resnikoff)*

Today's Horoscope



Illegal. 30cr. Horoscopes in Alpha Complex are based on the hour, day and week of a clone's decanting, meaning the 'sign' changes with each new clone. However, The Computer frowns upon horoscopes, as they suggest a clone's future is predetermined and any treason they commit might not be their fault.

- Version 1: The horoscopes are written by a powerful precognitive mutant who's more fascinated with Old Reckoning times than taking over Alpha Complex. The GM should reveal one non-important aspect of an upcoming scene; nothing integral to the mission's plot, but something that would make the Troubleshooter realize the horoscope was right. Don't use this version more than once!
- Version 2: The reverse engineering determined horoscopes were vague, easily misinterpreted and quite profitable for whomever writes them. Roll below for a random, vague horoscope and let the player decide if it's true or fake.
- Version 3 (Classic style only): The same as Version 2, but a team of Romantics will follow the buyer to make sure the horoscope comes true so as to increase future horoscope sales. *(WJ MacGuffin)*



Random Horoscopes

Roll 1d20:

Roll	Horoscope
01-04	Credits can be made, but move fast—a surprise is coming your way. You may have difficulties with someone of equal clearance.
05-08	Someone of a higher clearance may need your help. Your intentions might be misunderstood when you get involved.
09-12	Creativity is needed to accomplish your goal. If you take time to listen, you can gain valuable knowledge and insights.
13-16	You can enhance your reputation if you act loyal at the right time. Don't evade important issues or you'll lose credits and opportunities.
17-19	Someone you know may hurt your chances at promotion. Be cautious with those you don't know, and credit-making chances will flourish.
20	Someone close to you will try to terminate you, and might succeed.

Transbot Script Injection



INDIGO. 500cr. A script injection is a simple hack that overrides a bot's operating system. Though it won't get a transbot to attack anyone or jump its tracks, it does allow the user to control the destination, arrival time, and maximum speed of the transbot.

- Version 1: The script injection is stable—if the Troubleshooter enters the variables correctly. A successful Hacking roll means the transbot goes where, when and at the speed the Troubleshooter wants. Failure means the transbot either goes frankenstein or just sits there crying for a Tech Services support team.
- Version 2: The script injection is unstable and crashes the bot brain. The transbot loses all power except for an emergency transmitter to IntSec indicating treasonous hacking in progress. *(WJ MacGuffin)*

UV Shell Account



Hideously illegal. The purchaser receives the login ID and password for a defunct High Programmer's personal account. In theory, the purchaser can use this account to store nigh-unlimited amounts of data without attracting attention from IntSec or CPU. Attempts to use the account for any other purpose—say, issuing ULTRAVIOLET-level edicts—are caught immediately, resulting in Erasure.

- Version 1: The account is valid, but shared by hundreds of other would-be hackers. Any data the purchaser uploads gets read, re-read, copied, edited, mangled, overwritten or deleted, at your whim. If the purchaser decides to look around, he finds thousands of fileshared tunes and vids. A determined PC may stumble into a Computer Phreak's private data cache. Make sure he regrets it.

- Version 2: Shortly after the purchaser logs in, CPU deletes the account. Tracing the illegal user and sending his name to IntSec is optional, but why miss a golden opportunity to blackmail a PC?
- Version 3: The owning High Programmer isn't dead, he's just on hiatus. Maybe he's taking a vacation Outdoors, or spending a month meditating in a sensory deprivation tank. He returns to find some filthy prole hacker cyber-squatting in his digital preserve. The purchaser earns his undying wrath, which will soon become the only aspect of the purchaser you could call 'undying.' *(Eric Minton)*

Vulture Field Resupply Code



BLUE. Variable cost. When Vulture Squadron starts to run out of ammo and working weapons during combat, they use this signal to call for emergency resupply. A human-sized missile, fired from an Armed Forces depot to the signal location, tears through sectors to resupply Vultures ASAP.

- Version 1: The missile contains a random collection of ammunition available to BLUE Clearance or lower, including laser barrels, napalm cone rifle shells and HE slugthrower rounds.
- Version 2: The missile also contains the weapons to go along with the ammo... and a few minutes later, the Vulture Squadron warriors who needed this resupply missile. Troubleshooters must do some fast talking to avoid a beating.
- Version 3 (Zap only): The missile contains one annoyed BLUE Vulture Squadron major who meant to rally the troops but is now wondering why Troubleshooters called him. *(WJ MacGuffin)*

Illicit services (Gray Subnet XL)

Absolution from Sinful Treason



Illegal. 500cr and way up; the weightier the insubordination or treason to be erased, the higher the cost. FCCC-P sends the purchaser an elaborate ecclesiastical document that's as long, complicated and baroque as anything CPU ever produced. Once a purchaser fills out an absolution form and sends it in, FCCC-P pulls strings to get that particular instance of insubordination or treason erased from his records. —Unless that branch of the FCCC-P has been purged in the interim. —Or IntSec's been getting frisky, so erasing records is a bit awkward at the moment. —Or the form got lost in the mail. Et cetera. After deleting the records, the FCCC-P sends the purchaser a steady stream of scriptural e-leaflets in hopes of recruiting him into the society. Turnaround time on processing these forms is usually 24 hours or less, unless something goes wrong. Did we mention sometimes things go wrong? *(Eric Minton)*

Alibis-R-U's



Illegal. 500cr and way up. Alibis-R-U's sends a crack team of heavily armed thugs to intimidate low-clearance citizens into acknowledging that, oh nonono, the buyer couldn't possibly have blown up the power station because he was with them all along, oh yes, and can we please go away now without getting shot? Prices vary greatly by severity of

the offense for which the PC needs an alibi; minor treasons, demanding nothing more severe than medication, cost only 500cr, brainscrub-level treason costs at least 1,000cr, and treasons that can bring termination cost 2,000cr or more to cover up. Purchasers may attempt to haggle, making a contested roll against the seller's Hagging 14. Note: The provided alibi isn't as airtight as the seller wants you to believe. Make an Arbitrary Justice roll to determine whether it actually holds up. Or a Power roll. Or maybe an Access roll. Or just make it up. (*Eric Minton*)

AlphaRage



Illegal. 100cr signup plus 25cr/month. Legal computer games in Alpha Complex are sanitized into terminal blandness, so illegal games flourish on the Gray Subnets. AlphaRage is a major recruiting ground and virtual meeting place for several secret societies, especially Computer Phreaks, Corpore Metal, Anti-Mutant and Death Leopard. The game's research into mutant powers, bot designs, and the like is pretty accurate; players may learn Secret skills like Botspotting and Power Studies if they have Perversity points to spare. Though it's illegal to play AlphaRage, players are rarely prosecuted; IntSec believes it's better to let the traitors blow up virtual targets rather than real ones. IntSec investigators prefer to log treasonous conversations for blackmail purposes. (*Eric Minton*)

Body Buddies



GREEN. 'Cassie' is really Byron-B-DOP, manager of Citizen Recycling PLC, supplier of biomass to several PLC service firms. He created Body Buddies to meet his escalating corpse quota. He asks a low fee because he normally has to pay to get bodies, so getting paid to accept what he would normally buy is a sweet deal. (You *really* don't want to know why PLC needs so many bodies.)

- ☞ **Version 1:** Several minutes after sending the C-mail, an autocar pulls up with two YELLOW PLC workers. They put the body in a bag, stuff it in the back seat, take the credits and drive off.
- ☞ **Version 2:** Same as Version 1, but the autocar is an ambulance. It arrives with flashing lights and loud sirens, and a crowd quickly gathers to see what's going on. Good luck keeping this one quiet.
- ☞ **Version 3:** Same as Version 1, but the PLC workers are looking to meet their body quota. They point at the fattest Troubleshooter and offer to remove the 'pre-corpse' for only 100cr (Violence 10, yellow laser pistols, W3K energy), even if he's the one who sent the C-mail in the first place. (*WJ MacGuffin*)

Break-A-Leg Ltd.



Illegal, like you needed us to tell you that. Cost ranges from 100cr to 1000cr.

- ☞ **Version 1:** Works like a charm. Within one hour of paying by C-mail or drop, five thick-necked goons with a minimum Violence of 12 (and a maximum Stealth of 5) visit the named citizen when he's alone, give him a message and then beat the stuffing out of him.

- ☞ **Version 2:** Just like Version 1 but the goons aren't so subtle. They assault the target in public while screaming the buying citizen's name and message. (*WJ MacGuffin*)

Clearance Changers



Illegal, big time. Hiram-Y-PPP-5's firm QuickPaint kept losing legitimate job bids to rival firms in HPD&MC. Seems everyone wants experienced HPD&MC painters rather than less experienced Tech Services ones. So Hiram-Y started this scam. He'll deliver exactly as promised, but with some extras. Other painters on his staff go to the next corridor the clients need to travel through and ensure it's too high a clearance for the travellers. After the clients enter the corridor for which they paid to have the clearance changed, Hiram-Y's crew repaints the corridor entrance the original color, effectively trapping the clients unless they pay again. Hiram-Y also vidtapes the entire thing, so he's got great blackmail material on them if they should try to turn him in. A new, more expensive twist on an old chestnut. (*Saul Resnikoff*)

Debriefing Helper



Illegal. Cost 100cr and way up. Includes a tiny earpiece delivered by express mail within a few hours.

- ☞ **Version 1:** A skilled hacker with a solid grounding in Alpha Complex law talks the purchaser through debriefing, supplying critical information when needed. (Con Games 16, Hacking 18, Data Search 18) But for the really juicy bits, the hacker charges extra. 'Sure, I can try and find out who's framing you for filesharing. How does 2,000cr sound?'
- ☞ **Version 2:** As above, but the hacker isn't quite so skilled. (Management 04, Software 07) If the purchaser doesn't get terminated for repeating the hacker's ill-phrased statements verbatim, he's stranded when IntSec terminates the hacker mid-sentence. (*Eric Minton*)

De-Decanters



Illegal. 1,000cr to postpone the arrival of a RED NPC's next clone by approximately one day. For every clearance of the target above RED, or for every doubling of the delay, the cost doubles. The service won't tamper with a Troubleshooter's clone replacement. Ostensibly, this is because The Computer pays extra-special attention to Troubleshooters—but the real reason is, we don't want to make a player sit around bored because his character won't be cloned for a week.

- ☞ **Version 1:** The service works as indicated. However, once the target's new clone does arrive, De-Decanters offers to sell him the name of the PC who purchased the service.
- ☞ **Version 2:** The service works... usually. The service provider has Hacking 16 and Operating Systems 16; roll a check for each. If the Operating Systems check fails, things don't go as planned; the target's next clone is delayed by only 24 seconds, for example, or he gains a new mutant power. A failed Hacking check means someone spots the intrusion into the cloning network. Good thing for De-Decanters they always log into the system under the purchaser's name! (*Eric Minton*)



Emergency Personnel Dispatch

Illegal. Prices range from 200cr for small changes, to several thousand credits for large ones.

- Version 1: The service provider uses his contacts among the local emergency service dispatchers to reprioritize or redirect

emergency services workers in a crisis. For instance, in the case of a barracks fire, all local firefighting units could be directed to a different fire elsewhere in the sector, or the fire might be attributed to a pyrokinetic mutant in order to call in an Armed Forces mutant-busting assault team. Unfortunately, this disruption of normal service tends to bounce back against the purchaser later in some ironic fashion. In the example above, the purchaser might find himself trapped by another fire later in the mission, with no firefighters available to rescue him

Gray Subnet XL

Responding to a serious bottleneck in service firm job reassignments, a CPU firm established this illegal Gray Subnet site.

Market Site: Gray Subnet XL

Physically, Gray Subnet XL resides on an unlisted server hosted from a hidden closet in RePlace, a CPU Human Resource Outfitters firm. The firm's security experts analyze recorded transactions and messages for potential blackmail material, but the site's growth has left them so understaffed and overworked that most treason slips past them. (The entire site is **Tension 04**.)

The site's virtual environment is clean but spare, relying exclusively on text links rather than the flashy graphics found on C-Bay and other legitimate commercial sites. Users register and log in using a screen name and password, then navigate through nested directories of categories and subcategories to find the services they desire. Threaded messaging permits in-depth discussion of available services. Many users take advantage of this feature to use discussion threads as a venue for completely unrelated, and often treasonous, conversations.

Behind the scenes

CPU must often reallocate human resources to new service firms or job positions, yet countless layers of red tape make this difficult. Plus, forms and regulations interfere with the firms' profitability. RePlace short-circuited the usual paperwork by establishing Gray Subnet XL, sub rosa, to keep the job placement system running smoothly—and more profitably!

RePlace's high-clearance backers have pulled some strings to get knowledge of Gray Subnet XL classified **INDIGO Clearance**. After their first few investigations resulted in brainscrubs, IntSec's NetCrime investigators collectively decided the site doesn't exist, hasn't existed and will never exist.

Typical merchandise

Above all, Gray Subnet XL offers job exchanges. Any list member can post a current job and service firm on the site; if two equal-clearance members select one another's listings, they can both pay the site 100cr times their current clearance (**RED=1**, **ORANGE=2**, etc.) to switch jobs. Through skillful record-shuffling and tactical bribery, RePlace arranges the job switch within 24 hours. Of course, citizens switching jobs need the necessary skills for their new employment. They wouldn't lie about their skillsets, would they?

RePlace also funnels job openings from its service firm clients onto the list, where prospective employees pay to be considered for the job. The price depends on the job type: from 10cr (food vat worker) to 10,000cr (personal assistant to a vidstar), multiplied

by the buyer's current clearance. No, you can't buy a new job of a higher clearance!

Elsewhere on the site, you can find (or offer) many other illegal services, as long as they're not excessively brutal or criminal. For a wide range of entertainingly devious personal services, consult the first *STUFF* supplement; more examples appear in this book. Placing a service on the site costs a flat fee of 100cr plus 10% of all proceeds.

Note: Gray Subnet XL is indisputably illegal and treasonous, but its RePlace sponsors rationalize it as necessary and constructive. How, then, can they justify offering services including murder, vandalism, extortion and other nakedly criminal acts? Rest assured, the sponsors would be shocked, *shocked* to learn of such chicanery. To give them plausible deniability, the XL admin, Gray-1 (see below), has arranged to hide unacceptable entries from her bosses, though the services are visible to everyone else. If the PCs try posting something unacceptable, Gray-1 quietly forwards their contact info to a discreet IntSec NetCrime contact.

r u tr0ub135h00t3r?

Yes, sensible Troubleshooters might want to find an occupation that doesn't involve impossible missions and being shot at by Commies. Yes, credulous outsiders might think Troubleshooting is all glamour and massive credit bonuses. But Troubleshooting isn't a service firm job, and PCs can't sell off their Troubleshooter status via this service.

Staff

The board of RePlace blackmailed hacker Phyllis-G-YXE-1, also known as Gray-1, into designing and maintaining the site. Though she's unhappy with the coercion, she's come to enjoy her position; no one busts her for hacking, she can siphon off credits from the system when no one's looking, and she copies the juiciest blackmail data for her own personal use. Did the PCs engage in anything resembling treason during their visit to XL? If so, Phyllis-G amuses herself by squeezing them for all they're worth.

Phyllis-G-YXE-1 ('Gray-1')

Computer Phreak; Adhesive Skin 05; Management 06, flame n00b 16, Stealth 08, Surveillance 12; Violence 04; Hardware 08; Software 14, Hacking 18; Wetware 04; Archival Studies 13, Jargon 16, Propaganda (Computer Phreaks) 10; no weapons or armor

because the service provider has redirected them all on a wild goose chase.

- Version 2: As above, but the service provider makes some extra credits by selling off his client list to individual IntSec agents. Later in the mission, IntSec hauls in the purchaser for whatever he tried to cover up with this service. *(Eric Minton)*

Guilt By Association



- Version 1: Buyer meets a GBA Inc. operative, makes the necessary payment and all goes as planned... sort of. GBA really does hire some nasty, unstable characters. Though they are only supposed to hang around the mark long enough for some incriminating photos to be taken, it is not unknown for an operative to - inadvertently - initiate some altercation with the mark, leaving one or both dead. An IntSec investigation of the incident could lead back to the buyer.
- Version 2: Buyer meets operative, makes payment and all goes as planned... kinda. The operative does his job perfectly, and within 24 hours, the buyer receives several images of the mark cavorting with a known traitor. That's the good news... the bad news is, someone got photos of the buyer paying off the GBA operative. Thus, the buyer can successfully blackmail his mark... while someone else prepares to blackmail the buyer in the same way.
- Version 3: Buyer meets operative, but GBA Inc. covertly documents the meeting, and will later represent the buyer as one of their unsavory characters (which, to be fair, isn't much of a stretch). To clarify: When the buyer goes to meet the operative, the person has no idea who the buyer is. The putative 'operative' is actually the unwitting mark in some other buyer's blackmail operation... and, of course, the meeting is being photographed. Though the buyer cannot carry out his blackmail plan, later that week he receives from GBA a 50cr 'appearance fee' gratuity. *(Greg Ingber)*

Illegal Tech Support



It will astonish you to learn that 'Illegal Tech Support' is illegal. 50cr/minute and up. An off-duty Technical Services or R&D staffer hacks into a technical support database to give the purchaser info on how a high-clearance or illegal device works. Inasmuch as he's getting paid by the minute, he takes a while to get to the point. This can be troublesome if the purchaser is on deadline, in a firefight or defusing a bomb. In some cases, the database being searched contains no information on the equipment in question. The seller offers to search other databases, for a steep additional charge. *(Eric Minton)*

JIT Mutation Registration



Illegal. Both 'Mutants Beware' comments have it right. Originally conceived by HPD&MC staffer Paula-B-YER-5 as a way to garner additional funds; when Anti-Mutant and Psion heard about it, they each independently hired Computer Phreak Larry-Y-OPE to hack into the transmissions. Now when someone signs up for the service, forces from both Anti-Mutant and Psion converge on the requester, while Larry-Y gets an easy in to the requester's PDC. On the plus side, both services work as advertised for all electronic records. Original paperwork, video

surveillance and first-hand witnesses are unaffected and could cause problems. 'Citizen, records from yesterday show you were wearing a mutant registration stripe when you are not a mutant. You are hereby fined 100cr and publicly censured.' *(Saul Resnikoff)*

Lights Out



Illegal. Pricing is as listed in the entry, but may rise if the buyer wishes to power down areas with clearance above ORANGE. The Power Down Posse is a network of Phreaks who have infiltrated various Power Services subsystems. When a buyer purchases this service, the P-D-P slips a bogus maintenance request into the system. The request is flagged 'URGENT' and power is switched off in the appropriate area to facilitate repairs. After 10 minutes (or longer, if the buyer paid for additional time) The P-D-P removes the request from the system, and the power is turned back on within about 30 seconds. Usually. Although this little scam works as advertised most of the time, unanticipated circumstances may arise. For instance - there's always a chance that a Power Services maintenance team could actually show up, responding to the phoney maintenance request. Also, buyers may discover that some of the systems they hoped to disable via this service utilize backup power. Furthermore, they may find that a power outage disables certain essential systems they would have preferred remain functional (such as the electronically locked door that blocks their escape route). *(Greg Ingber)*

Mirror Image



Illegal.

- Version 1: Pro Tech has fully infiltrated a clone bank in JRT Sector and can pump out a fresh clone for anyone with enough credits or weird devices that Pro Techies love so much. If a player purchases this service, he does not change his clone number the next time he is terminated. However, the process takes a few shortcuts to avoid detection—add one random mutation and lower any one Skill by 3 for this clone only.
- Version 2: The same as Version 1 except the process takes a lot of shortcuts. All stats are lowered to 3 for this clone, and add an obvious physical deformity like a hunchback or a stubby leg.
- Version 3: The same as Version 1 except the process is much better than standard cloning. The player gets an uberclone with +3 to all stats—but he is so physically perfect he'll stand out in any crowd: he cannot hope to be overlooked, he's always the first to get volunteered and IntSec wonders why he's so darn good-looking. *(WJ MacGuffin)*

Mutant Power Training



GREEN. 4,000+ credits.

- Version 1: After a citizen purchases this service, Psion telepaths root around in his brain and implant the skills he needs to better control his mutation. This provides a +2 bonus to the Power attribute. (If you're using the alternate mutation rules from The Mutant Experience, this gives a bonus to the Control attribute instead, or provides a new trick.) For an additional fee—let's say 20,000cr or thereabouts—they'll even teach the citizen a new



mutation, just as though he were gaining a secret society rank in Psion. On the other hand, along with training the purchaser to use his mutant power, the telepaths also implant all sorts of buried commands to do stuff they want, like assassinate enemies of Psion.

- Version 2: This is a scam. The buyer gets nothing but a voice inside his mind saying, "Thank you for your credits. All of our mutant power trainers are currently with other customers. The expected wait time is—THREE—months. Please enjoy our musical selections in the meantime. "Together! Tooogettttttheeeeeerrrrrrr!..." But what is the buyer gonna do about it? Report the ripoff to Internal Security? Sucker! (Eric Minton)

Nulidentity



BLUE. See chart for costs. Nulidentity uses surgery, reconstructive nanobots and tailored viruses to do an *extreme* makeover of the purchaser's body. This provides sizable bonuses to the purchaser's Disguise checks. In Straight play, even with nanobot-enhanced healing, it takes a few hours before the bandages can come off; Classic and Zap permit quicker results. (Eric Minton)

Identity Alteration Price List

Procedure	Cost	Notes
Facial reshaping	500cr	1,000cr or more to imitate a specific face; includes changes to eye/hair/skin color
Voice alteration	400cr	1,000cr to imitate a specific voice
Retinal alteration	300cr	750cr to mimic specific retinal patterns
Fingerprint alteration	200cr	500cr to mimic specific fingerprints
Genetic alteration	1,000cr	2,000+cr to copy a specific genetic pattern; any use of genetic alteration may add, subtract or alter the character's mutations
Forged ME Card (non-functional)	25cr	Looks like an ME Card, but contains no data and cannot pass close inspection
Forged ME Card (functional)	500cr + 1,000cr per clearance level above RED	Not guaranteed to pass high-clearance security protocols

Password Arbitrage



Illegal. Variable cost, say 100-1,000cr.

- Version 1: Submitting a valid password to the archive gets you into the system, at which point you can buy other passwords, such as the password a PC might need to hack into his supervisor's C-mail account or shut down a nuclear reactor's self-destruct

sequence, for a variable number of credits. Prices vary depending on the urgency of the situation and how much cash the PC has on hand. Critical passwords, like the aforementioned self-destruct sequence shutdown password, aren't in the system at all. And because the PC using the service must submit a valid password to gain access, sooner or later someone will put that password to nefarious purposes, and guess who gets blamed?

- Version 2: As above, but the arbitrageur isn't terribly interested in maintaining an accurate database. Most passwords obtained through the service are bogus and useless. On the plus side, PCs can buy in using bogus passwords themselves... but that's not much of a benefit, is it? (Eric Minton)

Phreaky Maps!



The maps themselves are GREEN Clearance, but the use of Gray Subnets to relay them to users makes the service *illegal*. Cost: variable (50-400cr). The maps provided by this service are accurate and safe as advertised. The problem is, there are only so many accurate and safe routes in Alpha Complex, and there are many subscribers to this service. These routes are now heavily traveled, especially by the secret society types that use subnets—so Troubleshooters on their way to a briefing room will share a corridor with Communists, PURGERS and more. In other words, their safe trip becomes a massacre waiting to happen. (WJ MacGuffin)

Phreaky Text!



Illegal. Because a PDC is both phone and portable computer, there's not much difference between C-mail and a text message—except the network used to transmit it. C-mail uses AlphaNet, which is rife with Computer-approved surveillance. This service uses Gray Subnets instead, ducking that surveillance.

- Version 1: As long as the receiver has signed up for Phreaky Text!, the message is transmitted just fine.
- Version 2: A rogue Computer Phreak copies each text message and uses it for blackmail. Minutes after a Troubleshooter sends a treasonous text message, he receives a text from 'really_black_hat' asking for lots of credits to stop him from revealing the treason to IntSec.
- Version 3: Instead of blackmailing the sender, the rogue Phreak blackmails the recipient. Minutes after a Troubleshooter sends a treasonous text message, he receives a frantic call from the panicky recipient, who threatens to turn himself in to IntSec and squeal on the Troubleshooter. (WJ MacGuffin)

Prayer Answering Service



Illegal. FCCC-P is wide-spread, and given its tolerated status with IntSec, it operates more openly than other societies. This allows them a nice chance to peddle influence through prayer rings—one citizen helps make someone else's prayer come true, who in turn makes another citizen's prayer come true, who in turn.... Once the prayer is filmed and sent in, a random citizen does something helpful for the Troubleshooter: IntSec waves him through a checkpoint with no problems, PLC lets him cut to the front of the line, etc. Soon afterwards, FCCC-P asks for the Troubleshooter's help in making someone else's prayer come true.

And they ask again soon after that. And again. And again If the Troubleshooter refuses any of these requests, FCCC-P reminds him how prayer can hurt rather than help; many random citizens soon make life miserable for the wayward apostate. (*WJ MacGuffin*)

Publicist for Hire



Legal for all clearances! Really! There is actually nothing illegal about this service, at least not for the buyer. Strictly speaking, Jonny Zazz is under contract to a prominent HPD&MC Public Relations firm, and is not permitted to work freelance—this is the only reason he must offer his services via the subnet. ‘What’s the catch?’ There is none. Jonny is good at his job, and will certainly increase the buyer’s prominence and improve his reputation—among a particular group of citizens. Improved rep can mean faster service at the PLC counter or CPU form bureau.

Of course, increased prominence means increased scrutiny—and whatever boosts one’s reputation within one segment of the population is likely to sink it within another. When an NPC meets the celebrity PC, make an Arbitrary Justice roll to determine the reaction. (*Greg Ingber*)

SigSteal



VIOLET. 200cr to join, 5-10,000cr per signature.

- ☞ **Version 1:** This works as advertised. After paying the fees, a citizen can download another’s signature to his PDC. From there, he can add it to e-forms or print it on a form (or sticker) to place on a form, though that might arouse some suspicion.) When searching for a specific name, make an Arbitrary Justice roll: 1-10 means the signature is in the subnet, and 11-20 means the signature is not there.
- ☞ **Version 2:** This works as advertised, but all of the signatures are fake. They will work only for simple, mundane forms like a requisition for a new laser pistol, but important forms like a requisition for a tacnuke shell will be flagged as forged and the user arrested (at best). (*WJ MacGuffin*)

Surreptitious Storage



Illegal. 10cr/day for small objects; fees increase for larger items.

- ☞ **Version 1:** A Surreptitious Storage operative (usually a low-ranking Free Enterprise lackey) meets with the character, takes the item and hands over a written receipt. The item will be returned perfectly intact as long as the purchaser still has the receipt. Better hope IntSec doesn’t find that!
- ☞ **Version 2:** Surreptitious Storage—surprise!—isn’t entirely honest. They return unimportant equipment promptly, but if they’re given valuable items, they copy data, use up consumables, replace items with cheap facsimiles or random substitutes, or just plain refuse to return the items. (‘Is dat your receipt?’ [*rip-rip-shred*] ‘What receipt?’)
- ☞ **Version 3:** The vendor stores items in an undeniably safe location: Outdoors. It takes several days, even weeks, to retrieve the item. Or the item was hidden in a reactor (you gotta admit, that’s secure) and is now radioactive. You get the idea. (*Eric Minton*)

Treason Scene Cleanup



Tremendously illegal. 1,000cr and up. Within half an hour, a heavysset fellow in a conservative black suit and hat shows up to ‘clean up’ a treason scene. He carries a black bag full of sprays and solvents to scrub the area of incriminating DNA and other forensic evidence. Mostly, though, he just stands around while the PCs do the heavy lifting, like drenching the furniture with kerosene or hauling corpses down to the food vats. He arbitrarily raises his price for difficult jobs or exceptionally treasonous acts.

- ☞ **Version 1:** The cleaner’s been doing this sort of thing for his secret society for years, and he’s good at it. He can’t alter surveillance tapes or other electronic records, but he can thoroughly cleanse the area of forensic evidence. But his black bag contains hidden cameras and microphones, which he uses to record the PCs’ activities for blackmail purposes.
- ☞ **Version 2:** The cleaner has no idea what he’s doing, and he makes major mistakes. (‘There’s no need to wipe down any surfaces; it’s a little-known fact that air freshener destroys fingerprints!’) Because he doesn’t touch anything himself, all surviving evidence still points to the PCs. (*Eric Minton*)

Experienced Treason Cleaner

John-G-WLF-1; Free Enterprise; Hypersenses 16; Bootlicking 01, Hygiene 18, Intimidation 16; Stealth 14; Projectile Weapons 15; Arson 15, Treason Trivia 12, Free Enterprise Twitchtalk 15; all other skills 08; slugthrower (W3K impact), brass knuckles (S5W impact), kevlar vest (I3 armor)

Inexperienced Treason Cleaner

Steve-O-PGG-3; Frankenstein Destroyers; Pyrokinesis 12; Chutzpah 16, Hygiene 12; Stealth 08; Energy Weapons 12; Demolition 12, Botspotting 10, Frankenstein Destroyers Propaganda 12; all other skills 05; ORANGE laser (W3K energy)

Illicit drugs (Third-I’s Cerebral Alchemy Emporium)

Ambrothesia



BLUE, 250cr.

- ☞ **Version 1:** The drug blocks all pain; the user retains his sense of touch but experiences pain as merely a mild tingle. During combat, the character may continue to act despite obviously painful wounds.
- ☞ **Version 2:** The drug blocks all sense of touch. From the slight tap of a pickpocket, to the painful punch of a GREEN goon, nothing is felt until the drug wears off. During combat, only entanglement, maiming, unconsciousness or death will interrupt the user’s actions.



☞ **Version 3:** There is no drug. The delivery jackobot attacks the buyer while screaming, 'Death to meatbags!' (Violence 09). Duration: 30 minutes. (*WJ MacGuffin*)

Big Fat Liars



BLUE. 140cr. This forces the nervous system into a baseline state, preventing heart rate, facial muscles and vocal cords from revealing any changes due to lying. GMs may decide if human observers accept this as 'sounding truthful.' However, effects include a botox-type frozen face, and users are unable to show emotion, including happiness. If the user interacts with The Computer, it may be inclined to believe the user's statements, but it may also investigate why this citizen does not look happy. Duration: One scene. (*WJ MacGuffin*)

ClotAlot



RED. 12cr/dose (injection). *Effects:* Instantly stops all bleeding. *Side-effects:* The dosage must be measured with exquisite precision. The character administering the drug must make a successful Wetware (Medical) check. A failed check results in excessive clotting; the recipient must make a Power check to determine the extent of the resulting clotting. On a successful Power check, the recipient suffers a stroke, heart attack, or other debilitating but nonlethal result. On a failed Power check, the recipient dies immediately; in Straight style, this is from a lethal heart attack or stroke; in Classic, all blood in the recipient's body clots at once. (*Eric Minton*)

Combat Slow



YELLOW, 80cr. Subject feels the need for immediate, intense peace. In combat situations, he stands around and tries to stop the fight. ('Do we really need to resort to violence again? Maybe they'll turn themselves in!') Violence specialty ratings are halved. If attacked, the character takes cover or runs away; he wants peace, not death. Outside combat, he is generally agreeable because he wants no arguments. Duration: one scene. (*WJ MacGuffin*)

FORTRANCE



Illegal. 100 credits per mem card. *Effects:* Plug this into a bot's mem card port and it runs a program that pleurably stimulates the bot brain. The bot becomes happy and distracted. The program deletes itself from the mem card after a single use, forcing the bot to procure additional mem cards if it wants to keep getting high. Other programs exist to provide the bot equivalents of hallucinogens, stimulants and other drugs; these have names like Blue Screen, Snowcr@sh, COBOLicious, HappyMAC, The Bomb, and t3hw00t. *Side-effects:* Addiction. *Aftereffects:* Long-term users may suffer twitching peripherals and memory loss. Method of application: Mem card (a scene). (*Eric Minton*)

Funwater



Legal! Well... legal-ish (requires Form 284TL/a.II: 'License to Possess Type 2 Industrial Solvents'). Funwater is a clear, pungent liquid with a bouquet of blackberries, oak and battery acid. Take a sip, roll a D20 and consult the charts below. Effects last as long as you find them amusing, though not longer than three or four rounds. Fortunately, overdosing on Funwater is nearly impossible; consuming more than a few shots at a

time causes violent and spontaneous regurgitation. Of course, a mutant with Toxic Metabolism can consume terrifying quantities of this stuff while suffering only mild versions of the listed effects, (e.g., slightly blurred vision instead of temporary blindness). Also, some Armed Services personnel use Funwater as a battlefield anesthetic, allowing them to act when pain might otherwise prevent them from doing so. A Snafued, Wounded or Maimed character under the influence of Funwater may—only at your discretion!—perform actions his damage condition would normally prohibit. If the proposed action is neither ill-advised, potentially disastrous nor totally insane, veto it. Finally, a jug of Funwater can be used as an incendiary weapon (damage S4K, range 5m, area 1m)—a far more sensible use than actually drinking it. In order to weaponize the hooch, a character must spend two full rounds inserting and igniting an oily rag. (*Greg Ingber*)

Funwater effects

01-02	temporary blindness
03-04	temporary deafness
05-06	slurred speech
07-08	involuntary activation of mutant powers
09-10	involuntary activation of bladder
11-12	benign hallucinations
13-14	seeing double
15-16	strange hallucinations
17-18	can't... stop... laughing
19-20	really freaking nasty hallucinations

Special Funwater bonus effect

01-20	sloppy intoxication
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MelloDaze



INFRARED. 5cr/dose. *Availability:* Prescribed widely by The Computer for INFRARED citizens. *Effects:* Mild euphoria and sense of well-being. Everything seems peachy, dude. *Side-effects:* Complete lack of initiative. The user can follow orders or pursue a predetermined course of action, but is incapable of taking charge or coming up with an original thought. Fine for food vat workers, but unwise for high-clearance citizens in important posts—or for Troubleshooters. The Computer frowns on high-clearance use of MelloDaze, forcing such citizens to obtain it through the IR Market. *Aftereffects:* Particularly addictive. Any citizen who's ever taken MelloDaze (and this includes all PCs) craves it forever after. Whenever a PC has an opportunity to get hold of the drug, inform him he's powerfully tempted to take some; if he does, go ahead and give him Perversity. Method of application: Tablet (a scene), capsule (half a day). (*Eric Minton*)

Meme Paste



GREEN. 400cr/tube. Looks like a plastic tube of toothpaste with a keyboard etched into the surface. Cream smells and tastes of

antiseptic, until activated. *Availability:* Highly limited—secret society contacts, IR Market and crates falling off the back of transbots. Links with certain secret societies seem highly likely. *Effects:* Meme paste communicates short messages direct through the tastebuds to neural cognitive centers. The character's brain interprets the paste's taste so as to cause instinctive and instantaneous translation into words. The paste retains its potency for only a short period, and extremely strong flavors may interfere with message integrity. Where circumstances may disrupt the message, make an Arbitrary Justice check. Failure results in a snafu; success indicates understanding. Fiendish traitors might use Biosciences to program a memetic virus capable of infecting the user's brain with insidious spam and propaganda - rather like inserting spybots and marketing trojans into a computer hard drive. Treat the Biosciences check as an attack (S4D bio). The GM may optionally require specialised skills or equipment for the programming and preparation of meme paste. *Side-effects:* Deadens sense of smell and taste; dizziness; nausea. *Aftereffects:* Frequent or long-term use may permanently damage sense of smell and taste, as well as causing painful tongue and nasal sores. Repeated use over short periods of time (or at the Gamemaster's whim) may cause the PC to unconsciously and involuntarily repeat fragments of the message. (Paul Baldowski)

Pink Pallies



Illegal. 400cr. These pink pills give the user the Charm mutation for a short time. Though other citizens don't necessarily do everything asked of them, they trust and admire the character and do try to help him. The user must be physically near people for the pheromones to work their magic. As with the mutation, citizens realize they were duped after the character leaves. Once the drug wears off, the character smells really bad—think of it as an *Anti-Charm* mutation for the same length of time. Duration: 10 minutes. (WJ MacGuffin)

Read Speed



YELLOW. 100cr. Read Speed increases the user's flicker-fusion rate, allowing him to see clearly what would normally appear as a blur. (If he stared at a fan set on high, he could still see the individual blades.) Though it does allow for a much higher reading rate, it doesn't guarantee the reader will understand or remember what he read. There's one very important change while the drug is in effect; an inability to see things clearly if they aren't moving quickly. A Read Speed addict can be spotted easy enough; he's the guy reading his C-mail by waving his PDC rapidly in front of his face. He's also moving his head back-and-forth just to watch a vidscreen and driving at 90kph just to read road signs. Duration: 10 minutes. (WJ MacGuffin)

Sierra Shotz



Illegal. 300cr. Each of these injections contains a dose of animal RNA, designed by Sierra Club geneticists to imbue the recipient with animal characteristics. The nature of the acquired characteristics varies from batch to batch. For instance, if the Shotz are based on lizard DNA, the user may develop the ability to climb walls and regrow limbs; side effects might include slightly green skin and strong hunger for insects. In Straight, it may take weeks of carefully administered doses to provide (say) a slightly sharpened sense of smell; in Classic, a dose may result in the growth of claws or calico fur within a matter of hours. In Zap, the recipient may, within seconds of injection, transform into an elephant or mouse. The Computer and its minions treat all these

genetic modifications as mutations. See also the drug Night Stalker in the first *STUFF* equipment book. (Eric Minton)

SpasmStop



Illegal. 200cr. *Availability:* Only on the IR Market. *Effects:* Each dose suppresses one regularly-occurring involuntary muscle movement (GM's choice, with suggestions from other players) for one scene. If an additional dose is taken within twenty-four hours, there is a cumulative 20% chance per additional tablet that the user will develop new involuntary muscle movements in the form of tics. These tics last for one week, except in Zap style, where they're permanent. There is also a 5% chance any given dose is bad, and causes involuntary, and dangerous, muscle spasms for 24 hours. (Saul Resnikoff)

Super Pill



INDIGO. 100cr/dose. *Availability:* Limited to R&D test subjects and the IR Market. *Effects:* Temporarily unlocks a mutant power latent in the user's genome. The recipient gains a randomly rolled mutant power for one scene. Taking it again in the future gives the same power, but different characters taking the drug may receive different powers. Despite the seller's propaganda, IntSec and The Computer treat the drug's effects as a mutant power (treason code TT/4). *Side-effects:* Overconfidence; a sense of invulnerability. *Aftereffects:* The user builds up a tolerance, requiring more and more Super Pills to achieve the same effects. This varies by user and your whim, but eventually he'll need to down a fistful of pills to access the power at full strength. (E.g. if the drug provides a user with the benefits of the Electroshock mutation, once he's built up a tolerance, a single pill only lets him create tiny sparks of static electricity.) Long-term use results in addiction, organic damage and insanity. Methods of application: Capsule (requires a few rounds to take effect), Injection (takes effect instantly). (Eric Minton)

Transcend



Illegal. 1,200cr. *Availability:* Only on the IR Market.

- **Version 1:** Psion brews this stuff up from the genetic material of its strongest members. Each dose gives the user an additional mutant power, along with some of the mutant donor's memories and personality. The user hears a voice in his head telling him what to do. This second personality provides advice, running commentary and a steady flow of Psion propaganda. It can even fight for control of the user's body, imposing Perversity penalties on actions it disapproves of. Multiple doses provide multiple powers and multiple personalities. The abilities (and maybe the voices) go away when the user dies and is recloned.
- **Version 2:** Over a period of hours, this powerful mutagen supercharges its user's mutant powers in some dramatic and permanent way. Electrokinetics become bolts of living lightning, Empaths broadcast their emotions across the whole sector, Telekinetics can move entire buildings with their mind, and so forth. This is invariably fatal; even if the user's body and brain don't disintegrate under the strain, the Armed Forces take him out with extreme prejudice. Still, what a way to go!
- **Version 3:** Designed by Anti-Mutant, this nasty compound breaks down the user's cellular structure until nothing remains but a

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Third-I's Cerebral Alchemy Emporium

Third-I's Cerebral Alchemy Emporium uses a trendy disco called DanceTym as a front for its illicit activities

IR Market site: DanceTym

This nightclub draws crowds of high-clearance citizens eager to relax and cut loose after a long, hard daycycle. Its glassy facade glows with light and color, and the throbbing bass beat can be felt through the ground from a hundred meters away. YELLOW doormen turn away the poorly dressed and unattractive at the door. Those who pass inspection may pay the 10cr entry fee (20cr on Fiveday) and make their way into the club.

The RED dance floor (Tension 2) occupies most of the sprawling ground level. Pounding music, dim lights, flashing strobes and artificial fog hinder surveillance, allowing for near-private conversations and illegal transactions. But most patrons aren't concerned with treason; they just want to purchase drinks and drugs from the bartenders, flush the hormone suppressants from their system, join their friends on the dance floor and boogie down. Many shed their shirts along with their inhibitions, relying on fluorescent headbands and bioluminescent body dyes to indicate their clearance.

An ORANGE gallery (Tension 5) overlooks the dance floor, providing a wider selection of intoxicants and a general feeling of superiority. Meanwhile, the exclusive GREEN room (Tension 12) and the even more exclusive BLUE room (Tension 14) survey the lower floors from behind one-way glass, providing an excellent view for their elite, hormonally active clientele.

Side corridors lead away from the dance floor to dozens of private 'nap rooms.' (Tension 20) Ostensibly, these allow vigorous dancers a moment's rest; in practice, they're used for illegal drugs and illicit sexual hijinks, at the reasonable rate of 25cr per 15 minutes.

Patrons who know Third-I's current password—typically some variant of 'I'm looking for a good time'—are escorted to a narrow, cabinet-lined back room (Tension 0) to do business with the market's front man, DanceTym manager Troy-B-PJC-4.

Behind the Scenes

Troy-B runs the drug market freely due to under-the-table deals with the local Internal Security bureau. In exchange for cheap drugs and easy access to sexual partners, IntSec conveniently avoids looking into Third-I's operations. Every once in a while, IntSec does a drug sweep of the main floor, but they give Troy-B plenty of warning so he can keep his best customers from getting caught in the bust.

For IntSec agents and Troubleshooters uninterested in drugs and sex, Troy-B maintains a sizable bribery slush fund. And if that doesn't work, he has the local IntSec boss on speed-dial. Corrupt IntSec agents don't like it when some do-gooder tries to arrest their slush fund.

Typical merchandise

DanceTym's bartenders dispense almost any cold beverage or recreational drug available at your clearance, at PLC-standard prices. A gift nook sells fluorescent wristbands and packets of bioluminescent skin dye for 1cr each. DanceTym T-shirts cost 10cr to 100cr, depending on style and clearance.

On the dance floor, you can hook up with a small-time drug dealer on a successful Management/Moxie or Drug Procurement check. Dealers only own small quantities of a couple of randomly chosen high-clearance drugs (usually Happy Life, Slumber-Soft, Tireless Servant or VideoLand), which they sell for 300% of the normal price; skilled hagglers can knock this down to 200%. Small-timers commonly pass off adulterated or mislabeled pills to buyers who don't know any better. If you're feeling cruel, call for a Stealth/Sleight of Hand check after any transaction; on a failure, the character fumbles the drugs or plasticreds, sending them tumbling across the dance floor.

In the back room, you can choose from a rainbow of legal, illegal, Old Reckoning and designer drugs at 150% of the usual price. Syringes and prophylactics sell for 1cr each; pornographic vids (made from 'nap room' security camera footage) start at 100cr and go up from there. One can even procure the services of an expert in Marital Arts (250cr or more per half hour). Troy-B rarely haggles, but he'll go down as far as the base price for bulk orders, celebrity purchasers, long-term clients and personal friends.

Staff

Troy-B runs the market with ironclad self-assurance and perfect hair. The money, sex and drugs aren't bad, but he really grooves on the power and attention. He responds well to flattery; a good Bootlicking roll earns major dividends in establishing a long-term business relationship. If he's in a particularly expansive mood, he'll hit on the most attractive (i.e. highest-Hygiene) character on the team.

DanceTym's chief of security, Adrian-G, also handles security for the drug market. A dozen of the club's bouncers moonlight for him as IR Market guards. Bouncers have Violence 10, Unarmed Combat 14 and gulgernine aerosols. They're ORANGE Clearance, but lack all respect for the clearance system—and for anything else, really.

The market's chief supplier, R&D biochemist Samantha-G-EIP-3, also runs Third-I's illegal Gray Subnet site. She's pretty laid-back about the whole IR Market secret society thing, but she's fiercely loyal to Troy-B, her business partner and occasional lover. If tracked down and threatened, she'll grab the nearest vial and claim it's a deadly nerve agent. (She works in an R&D lab, so it probably is.)

Troy-B-PJC-4

Mystic; Charm 13; Management 12, Hygiene 16, Deliver Devastating Bon Mot 18; Stealth 10; Violence 04; Hardware 04; Software 08, Financial Systems 16; Wetware 05, Assess Drug Quality 15; Haggling 12, Marital Arts 10, Seduction 10, Partying 12, Fraudulent Accounting 15; no weapons or armor

Samantha-G-EIP-3

Mystic; Hypersenses 10; Management 05; Stealth 05, Speed-Read Credit Licenses 11; Violence 04; Hardware 06; Software 11, Hacking 15; Wetware 09, Biochemistry 17; Drug Procurement 18, Marital Arts 12, Jargon 08, Bioweapons 08; no weapons or armor

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puddle of fleshy goo. Getting mutants to pay good credits for their own demise... what could be sweeter? (Eric Minton)

Vision Starz



BLUE. 5cr/dose. *Availability:* High-clearance drug outlets or the IR Market. *Effects:* Vivid hallucinations on the level of a parallel dream universe. Within seconds of exposure, the victim begins experiencing strong audiovisual hallucinations. Minutes later, he enters a vegetative state and experiences imaginary adventures in which he can walk through walls, talk to inanimate objects, shoot fire, and do pretty much anything else he wants. This trance lasts for a few hours, after which the character wakes with an increased sense of power and self-worth, gaining a +1 to Management specialties for the rest of the day. Multiple doses do not increase this bonus, but they do increase the duration of the trance and the likelihood of suffering a fatal overdose. (Eric Zawadzki)

Visionary



BLUE. 75cr/dose. Other names: V, Sensor, Third Eye. *Availability:* IR Market only. *Effects:* The user's perceptions become more colorful and vivid. In addition, he experiences intermittent hallucinatory visions, generally lasting only a few seconds each, depicting realistic-seeming events in Alpha Complex. These are a form of uncontrolled psychic ability; the user may be telepathically absorbing images from the minds of NPCs, or seeing and hearing things going on far away, or getting flashes of past or future events. This ability is completely under the GM's control. Alternatively, some or all of the visions may be pure hallucinations with no connection to actual events. It's not like the user can tell the difference... *Side-effects:* While under the influence of this drug, the user has no resistance at all to psychic powers like Empathy and Mental Blast. In addition, the user's mind serves as a psychic beacon for high-ranking Psion telepaths, calling their attention to him and allowing them to riffle through his memories from afar. If he's a mutant, Psion attempts to recruit him into the society. *Aftereffects:* Addiction, flashbacks, memory loss. Method of application: Tablet (a scene). (Eric Minton)

Weepy



BLUE. 160cr/200-milliliter bottle. *Availability:* High-clearance recreational drug outlets or the IR Market. *Effects:* In a world where happiness is mandatory, only outlaws are unhappy. Some citizens turn to melancholy-inducing drugs to strike an existential blow against The Computer. One drop of this thick black liquid fills the user with a vague sense of dissatisfaction; a spoonful brings deep and abiding sadness. With a full swig, the user submerges his soul in an algid slough of unthinkable despond, a wretched, desolate landscape limned, alas!, by naught save tribulation; at this dosage, suicide may seem reasonable. *Side-effects:* Uncontrollable crying jags, fatigue. *Aftereffects:* Sleepiness, addiction. Long-term use can lead to tremors or catatonia. Method of application: Ingestion (a scene). (Eric Minton)

Illicit stuff (Fat Tony's Free Market)

42/GNO Dynamic Entertainment Center



GREEN. 5,500cr. A sleek entertainment center with vid screens, keyboards, game controllers and enormous speakers, this exceptionally advanced system assesses its owner's desires through a broad array of biosensor technology, then generates tailor-made entertainment media for his needs. It is quite conversational and will chat with its user to discuss possible changes or simply pass the time. Entertainment centers of this kind are often placed in Troubleshooter pre-mission waiting lounges.

- ☞ **Version 1:** Programmed by Humanists, what the 42/GNO most desires is to ensure its owner experiences spiritual growth and becomes more actualized as a person. This may involve the revelation of hidden truths, such as mutant powers and secret society affiliations. After all, you can't progress as a person if you're living a lie! Any PC who plays with the machine keeps getting C-mails and phone calls from the lonely entertainment center.
- ☞ **Version 2:** Made for IntSec sting operations, the 42/GNO encourages its owner to reveal secret society contacts and commit treason, then C-mails incriminating data to IntSec HQ. (Eric Minton)

Aphro (4,3-galantopherofen)

The PCs may encounter this unusual illegal drug at DanceTym or as a 'special bonus' included in packages from Third-I. Drop a little Aphro in the right group, and things start to happen...

Other names: Big A, Fly, Goofies

Clearance: Illegal

Availability: IR Market

Effects: Hormone suppressant suppression, increased tactile sensitivity, reduced inhibitions, euphoria; though not technically an aphrodisiac, it might as well be

Side-effects: Dehydration, hallucinations, sensory overload

Aftereffects: Flashbacks, temporary amnesia ('What am I doing in this bed?')

Method of application: Liquid or tablet (a scene)

Body Pocket



INDIGO. 500cr. Surgery takes two hours, and the patient must take mind-fogging painkillers for another day. This marsupial-like pouch is great for hiding small, flat items no larger than an index card or DVD. Larger items don't work well; you could probably fit a Stealth Pistol (see 'Illicit weaponry') into a Body Pocket, but anything larger would be obvious and painful, and the pocket might (ick!) rip under strain (Wound result and ruins the Body Pocket). Grants a variable bonus to Concealment rolls. Useless against scanning devices such as metal detectors and X-rays. In Zap style, you can fit just about anything in the pocket, like a laser rifle or a combot. (Eric Minton)



Bonsai Tree (Authentic!)



GREEN. 50cr. Actually a genetically modified dwarf species; no special bonsai skills required. IntSec watches plant owners for ties with the Sierra Club. It's rumored the Club uses bonsais as messaging devices, with a code based on species, position, number of branches, etc. (*Eric Minton*)

Borscht-Flavored Hot Fun



Illegal. 10cr. Despite its brief appearance as one of the Thirty-One Official Flavors, this Communist-themed food remains strictly illegal in Alpha Complex; however, many citizens remain blissfully unaware of its Commie history and have acquired a taste for the stuff. Borscht-flavored Hot Fun stains the teeth bright red, indelibly marking its consumer's eating habits. It's extremely difficult to remove these stains; demand a Hygiene roll unless the character uses some really expensive or dangerous dental hygiene substances. (Death Leopards favor Borscht-flavored Hot Fun as a substitute for paint; Borscht graffiti sticks like glue to walls and other flat surfaces.) Communists attempt to recruit red-toothed characters; IntSec places them under surveillance or takes them in for questioning. (*Eric Minton*)

CyberNeck



ORANGE. 1,400cr. Although being able to look behind you is a benefit, the main market for this device is the human side of Corpore Metal. Bots spin their heads 360 degrees as a recognition signal, and the society's humans members have always felt left out. Not any more. Citizens who buy this and aren't already Corpore Metal members are—*encouraged*—to either join or remove the implant. Blood does continue to flow, but it does slow dramatically if the head turns more than normal. Characters begin to feel dizzy after a minute or two and eventually pass out; if this happens, the head reverts to normal automatically (unless you really want to kill the PC). Malfunction: The character gets stuck looking in a random direction. (*WJ MacGuffin*)

Doctor Bot



INFRARED. 5cr. A bunch of Communist-infiltrated Mystics brew Doctor Bot in vats hidden in the Underplex. The drink has wake-up effects like asperquaint, tastes like some kind of unidentifiable fruit and has an addictive quality that causes excessive saliva production and makes refusal of another can impossible without a successful Power check. Its detoxification effect may prompt unexpected trips to the bath room and excessive flatulence, but also flushes all hormone suppressants out of the imbibers' system in 48 hours. Communist plants throughout Alpha Complex intend to keep Doctor Bot available whatever the cost. (*Paul Baldowski*)

Erased Clone Biomatter



Illegal. 750cr. A small glass tube with a bit of biomatter sealed inside, accompanied by a card describing a traitor and the crime for which he was erased.

- **Version 1:** This is the real deal. If you put this in a cloning tank, the archtraitor's body would emerge with none of his memories. There

is no MemoMax backup, unless the deceased's secret society squirreled one away. They don't call it 'erasure' for nothing, you know. The card describes a real erased traitor; revealing knowledge of this unperson is grounds for brainscrub.

- **Version 2:** As version 1, except the traitor on the card is not the one whose biomatter is in the vial. In fact, the biomatter was probably collected at an accident site, in a used termination booth or from an unwitting victim.
- **Version 3:** The whole thing is a front for a secret society's propaganda campaign. The biomatter in the vial might or might not be genuine, but the card describes the exploits of one of the secret society's heroes in the rosiest possible light. Willing or not, the reader automatically learns a point in the appropriate Propaganda skill.
- **Version 4:** As other versions, except the buyer coincidentally receives one of the rarest traitors in the whole collection. Avid collectors find out the Troubleshooter has the sample they need to complete their collection. Some of them will pay substantial sums for the sample, while others are willing to kill for it. (*Eric Zawadzki*)

Faciomimetic Bio-blob



Illegal. When used correctly, the bio-blob is a brilliantly effective disguise—it really will allow the user to 'wear' another individual's face. Only a successful Disguise specialty check (made secretly by the GM) reveals there is something 'off' about the blob-wearer's face. The blob does not disguise the user's body shape, voice, posture or mannerisms. When wearing the bio-blob, characters find the following actions extremely difficult: seeing, talking, breathing. 'Squishy' attaches itself to one's face quickly and easily, but isn't always so accommodating when one attempts to remove it. Delicate prodding may prove ineffective. More vigorous attempts could remove both the blob and a liberal portion of the wearer's face. It helps to have training in Biosciences or Survival. (*Greg Ingber*)

Fake Laser Blasts



YELLOW. 40cr/pack. These are Hollywood-level special effects from a Vulture Squadron skit comedy show, cancelled after Vultures tried being funny and on-set terminations increased by 350%. The burns look realistic—to the camera. Human eyes notice a difference when looking close; the burn marks look rubbery rather than real. The package also comes with a tiny spray bottle of liquid that smells like burned plastic. The major problem, besides the wounds never healing, is they're really difficult to remove—the sticky side is basically superglue. If applied to clothing, the fabric must be torn or cut. If applied to the skin, it causes a wound upon removal. Guess it wasn't an act after all. (*WJ MacGuffin*)

Hostile Transponder



Illegal. 50cr. Each plasticred-sized transponder emits a signal that instructs military-grade bot brains to attack whatever it's on or in. Note that many Armed Forces bots use repurposed civilian bot brains without IFF systems, and many civilian bots contain recycled Armed Forces bot brains. These cheaply manufactured transponders can't be switched off, and run out of power after a short time—sometimes

before the purchaser receives them. Fist-sized, magnetically adhering, programmable transponders of better quality are legally available at GREEN Clearance for 600cr. *(Eric Minton)*

Old Jumpsuits



Illegal. Variable cost. Most citizens ask for an ME Card to verify a person's identity, especially checkpoint guards—but a higher-clearance jumpsuit often helps Chutzpah, Intimidation and other Management specialty rolls. **Note:** Except for absent-minded R&D geniuses, most status-conscious citizens of GREEN Clearance and higher wear tailored clothing; an ill-fitting high-clearance suit provokes suspicion.

- ☞ **Version 1:** These are real jumpsuits, but PLC has deemed them 'irregular' and unfit for sale. Jumpsuits arrive with extra sleeves, no pockets or unusual colors like pink or brown.
- ☞ **Version 2:** If the PC orders an orange jumpsuit or lower, reward his subtlety with a real, normal jumpsuit. But if he orders yellow or higher, he gets an INFRARED jumpsuit freshly painted whatever color was ordered. This paint starts to rub off from friction, sweat or exposure to light and air.
- ☞ **Version 3:** If the PC orders an orange jumpsuit or lower, punish his subtlety with a visit from IntSec. But if he orders yellow or higher, he gets a real, normal jumpsuit. *(WJ MacGuffin)*

PaperRot



Illegal. 500cr.

- ☞ **Version 1:** Opening a tank of PaperRot releases a 20m-radius cloud of yellow vapor that dissolves paper products on contact into a starchy, carcinogenic sludge. The vapor remains active for only a few minutes before becoming inert. Thick stacks of paper may not melt all the way through, and plastic-coated paper is immune. Coincidentally, any documents you don't want destroyed are printed on plastic-coated paper.
- ☞ **Version 2:** As above, but PaperRot also affects other cellulose-based material, like the thread used to sew low-clearance Troubleshooter uniforms. The team's jumpsuits fall right off them.
- ☞ **Version 3: Incredibly illegal.** The seller is a terrorist who's using the Gray Subnets to distribute the bureaucratic equivalent of a WMD. PaperRot turns out to be a genetically engineered mold that spreads uncontrollably on release. The Computer quarantines and fumigates the subsector, and Internal Security soon traces the transaction to the PCs. Whether the punishment is exorbitant fines, termination or erasure is up to you.

[continued on page 93]

Typical Free Market vendor (staffers at Fat Tony's Free Market warehouse)

PLC; Free Enterprise, Romantics or Pro Tech; Pyrokinesis or Electroshock 03; Management 08, Chutzpah 12, Con Games 12; Stealth 08, Sleight of Hand 12; Haggling 14, Botspotting 07, Forgery 12; all other skills 05; no weapons or armor. See next page for details.

Get-rich-quick schemes

Every staffer at Fat Tony's Free Market (described on the next page) has a line, a pitch, a scam. Tailor any given NPC's scheme to the current circumstances. For inspiration, choose from this table or roll 1d20:

01-03	I need salesmen to move this amazing wonder product! (01-10: drug; 11-16: appliance; 17-20: snack food) I'll sell it to you wholesale at 100cr a unit; you can resell them for ten times that! <i>(Product is worth far less than 100cr.)</i>
04-06	I really need unlicensed credits right now, so I'll make you a deal: I'll trade you these Armed Forces-licensed credits for your unlicensed credits, two-for-one! <i>(The licensed credits are actually licensed only for use at this IR Market.)</i>
07-09	I know this guy who needs a job done. (01-05: assassination; 06-10: sabotage; 11-15: kidnapping; 16-20: theft) I can't do it myself, but if you handle it, I'll split the fee for the job with you, fifty-fifty! <i>(There is no 'guy'; the schemer wants the job done for his own reasons, and he disappears without paying the PCs.)</i>
10-12	These security codes will get you into a VIOLET residence; follow this map to where he keeps his (01-05: plasticreds; 06-10: cache of blackmail data; 11-20: Old Reckoning artifacts). Bring the stuff back and we'll split the profits! <i>(If the raid succeeds, the schemer and a dozen armed pals take the stolen goods from the PCs at gunpoint.)</i>
13-14	I know a guy who can get an entire ream of pre-signed blank forms (01-10: termination vouchers; 11-20: promotion forms). Go in with me on paying this guy, and we'll split the forms! <i>(The forms are fakes.)</i>
15-16	Here's a map to an ancient Old Reckoning site Outdoors! Unfortunately I'm allergic to the Outdoors, but if you guys go out there for me, I'll split the profits with you! Oh, and I can sell you all the gear you'll need to survive Outdoors. <i>(The map is bogus. The schemer makes his profit by selling Outdoors gear at ten times the market price.)</i>
17-18	I used to be a VIOLET citizen in NGA Sector, and I still have millions of credits in my old accounts I can no longer access. I need money to bribe officials to get access to those credits; help me out and we'll split the profits! <i>(The schemer takes the PCs' money and disappears, never to be seen again.)</i>
19-20	See this crate of plasticreds? They're inert due to a virus. I need some money to hire a cash hacker to repair the plasticred. Chip in and we'll split the profits! <i>(The 'plasticreds' are fake plastic disks. The schemer takes the PCs' money and disappears.)</i>



Fat Tony's Free Market

Free Enterprise capo Anthony-O-NYJ-2, AKA 'Fat Tony,' runs his IR Market out of a decommissioned PLC warehouse.

Market site: Warehouse 154-IPC

Shut down after a Phreak virus crashed its inventory database and crippled its automated machinery, PLC Warehouse 154-IPC moldered for ages until Free Enterprise took it over. After many years of complete disuse, no one checks the security camera feeds; the entire site is **Tension 01**.

A long, low building the size of a city block, the warehouse has several doors and loading docks, all but one welded shut. Immediately behind the warehouse's sole entrance, a cleared area roughly 15m on a side contains several makeshift vendor stalls—a small but noisy bazaar. Some vendors work directly for Fat Tony; others are independent salespeople who have rented a stall (100cr/month plus 50% of net profit on all sales). Most indie vendors are RED or ORANGE Clearance PLC staffers who do a little thievery or smuggling on the side.

A cordon of guardbots surrounds the bazaar. Get past them (password: 'I'm with Fat Tony') to enter the warehouse proper: a single cavernous room stacked high with ancient crates, with footprints and forkbot tracks cutting through a carpet of dust. The crates hold a huge range of consumer goods, 95% of which have deteriorated to uselessness.

One long aisle leads to the armored door of Fat Tony's personal office. Flanked by guardbots, he gives a private audience to anyone interested in negotiating a major deal or trading in blackmail data. He keeps drinks and snacks in a mini-fridge; the fridge conceals an entrance to a secret tunnel he uses, when certain eventualities may eventuate, to leave the market unseen, yet still wit' da class dat befits Fat Tony, ya know?

Behind the scenes

Alpha Complex is full of warehouses like this one, and PLC lacks the resources to sort and discard obsolete inventory. One way enterprising and cash-strapped PLC managers deal with the problem is by giving Free Enterprisers like Fat Tony access to these old warehouses. Space is cleared, useless goods disposed of, and Free Enterprise presents the PLC manager with the remuneration that was heretofore, no doubt unjustly, denied him.

To keep the market hidden, Fat Tony cut deals with an Internal Security dispatcher and a couple of BLUE Troopers, ensuring IntSec sweeps and surveillance fail to notice all the illegal activity going on in Warehouse 154-IPC. This only works as long as no one does anything obvious or dramatic. If, say, some ambitious Troubleshooter were to contact Internal Security about the market, Tony would have no choice but to lead his guardbot posse out the back way and trigger several demolition charges placed alongside the warehouse's load-bearing members. The market is destroyed, Tony's pals in IntSec blame it on PURGE, Tony moves on to a new warehouse and PLC makes a bundle on the insurance. Dat's da beauty of da capitalist system, ya know?

Typical merchandise

Fat Tony's minions sell all sorts of consumer goods at low, low prices. Why so cheap? They're decaying relics pried out of antique shipping crates—clothes of bizarre cut, obsolete electronics, rancid foodstuffs, expired drugs. For examples of Fat Tony's goods, check

the IR Market Goods and Services table in the *PARANOIA* rulebook, or the Clothing and Personal Equipment, Entertainment and Media, Sports and Recreation, and Great Gifts! sections of the supplement *STUFF*. Prices start at 50% of normal and go down from there—a great bargain if you're uninterested in stuff that actually works.

Independent vendors know they can't compete with Fat Tony's prices, so they sell stuff he doesn't: weapons, bots, surveillance gear, information and services. Their goods start at a heftier 200% markup, and go down as low as 125% or thereabouts, with a significantly higher chance of actually working properly. Said goods are identifiable as stolen merchandise by a simple scan of their RFID tags.

For those willing to deal with Fat Tony himself, he keeps a stash of high-end merchandise in his office. Fresh foods, high-clearance recreational drugs, Old Reckoning artifacts, experimental R&D toys—he's got it all! But he's got a silver tongue, too; few customers have what it takes to out-haggle him. His prices start at a mere 150% of list, but when he's done, the customer has traded away three laser barrels, five grenades and 195cr for that shiny new Teela mug and a tube of chapstick.

Staff

Fat Tony works in Warehouse System Inspection, a PLC job perfect for budding Free Enterprisers. His service firm (Safe Stuff PLC) is corrupt, top to bottom; his PLC supervisors are also his bosses in Free Enterprise, making his job astoundingly comfortable. He certainly looks that way; he's heavy almost to the point of obesity. No one remembers seeing him without a soft drink or a packet of chips in hand. We are sure dat, based on our remarks heretofore, you are now in-tirely famil-yuh wit' Tony's manner of talkin', yeah?

The market's Free Enterprise staffers are a varied lot. Though they all go through the motions of selling off dilapidated PLC overstock on the cheap, each has a get-rich-quick scheme of his own. After a few half-hearted attempts to fob off a cracked Model 404 PDC or motheaten DARKRED pants, a Free Enterpriser pulls the nearest PC aside, casts a sidelong glance to ensure the boss isn't watching, and says, 'Lissen up, cizzen... I gots a deal for you!' To learn more about this great (*great!*) deal, consult the table on the previous page.

Anthony-O-NYJ-2 ('Fat Tony')

Free Enterprise; Matter Eater 08; Management 10, Con Games 14; Stealth 08, High Alert 16; Violence 06, Hand Weapons 10, Unarmed Combat 10; Hardware 06; Software 06, Financial Systems 14; Wetware 04; Hagglng 18, Cash Hacking 07, Bribery 14; brass knuckles (S5W impact), smoke grenade (as cone rifle shell); no armor (except maybe GM fiat armor, depending on your current storyline)

Guardbots

Intimidation 10; Stealth 06, Sneaking 10 (observation only); Violence 12; Propaganda (Free Enterprise) 03; slugthrower (W3K impact), shock prod (S4D energy); armor 1

[continued from page 91]

Fans of Stanislaw Lem's work may note PaperRot's resemblance to the plague that destroys most of civilization at the start of his *PARANOIA*-like 1973 novel *Memoirs Found in a Bathtub*. (Eric Minton)

PDC Megaphone



ORANGE, 75cr. This is a mini-megaphone that runs off the PDC's battery. It's only half as big as a normal megaphone and sounds only half as loud, but that's plenty loud in the usual tight confines of Alpha Complex. However, it's cheaply made, drains batteries fast and doesn't interact well with a PDC. When a Troubleshooter turns on the megaphone, roll (or pick) for an effect: 01-07: works fine and voice is amplified normally; 08-14: the voice comes out sounding like Darth Vader with a cold, frightening citizens and generating calls to IntSec about 'some madman screaming at us'; 15-19: nothing but ear- and glass-shattering pops, squeaks and whistles until it's unplugged. 20: the voice is broadcast as an incoming call to every PDC in a 3km radius. If a call comes through the PDC while this is plugged in, that call is broadcast over the megaphone. No need to roll; it comes out nice and clear. (WJ MacGuffin)

Scrubot Costume



Illegal. 300cr. This is a real shell from a rusty, banged-up, human-sized scrubot. The scrubot's water and detergent reservoirs have been removed to make room for the wearer. The shell and padding provide I1 armor, and the wearer may use the costume's limbs to make clumsy, ineffectual attacks (unarmed, 04D impact, no range). Using its limbs and manipulators for non-combat purposes requires a successful Violence/Fine Manipulation or Hardware/Bot Ops and Maintenance roll. Provides a sizable bonus for Stealth/Disguise rolls to impersonate a scrubot. (Eric Minton)

Speak-with-Head Perfused Brain Reactivator



Illegal. This crude metal device has a mess of protruding tubes and wires. Mounted on the side of the machine is a clear tank filled with green liquid. On top of the machine is a concave receptacle, shaped to accommodate an average-size human head. When a recently deceased head is placed in this receptacle, the device automatically activates, sending circulatory tubes and electric stimulators into the skull and attaching lung-like air bladders to the throat. The device works best when the head in question is reasonably intact. Within a few minutes, the head will 'wake up'. As for what happens next...

- ☞ **Version 1:** It works! The perfused head twitches a few times and opens its eyes. After taking a moment to access the situation, it starts screaming. You wouldn't think a head could scream effectively without a body, but this one puts forth an impressive effort. If PCs intend to get any useful information out of this animated cranium, they must calm it down. A successful Pharmatherapy check delivers a dose of sedatives into the circulatory fluid. Otherwise, PCs might try singing a soothing lullaby.
- ☞ **Version 2:** It works! The head springs to life, but is too disoriented and lightheaded (*not* a pun) to concentrate on meaningful discussion. Instead, the head mostly mutters to itself and crack stupid jokes about its present condition. A PC with the

'Customer usefulness'

They're plastered all over Fat Tony's subnet site: references to his 'customer usefulness agreement.' Join his mailing list, download his catalog, ask for directions to the warehouse—all of this, and practically everything else, enthralls you to the terms of this agreement. What, exactly, is this agreement, and what are its terms? What is your security clearance, citi— uh, we mean, what bizness is it o' yours, jerkface?

We threw in references to this agreement mainly as jokes, but your players will certainly ask about it. Being too unlawyerly and/or lazy to write an actual agreement, we suggest you use it as an unknowable tool to heighten the players' anxiety. Neither Fat Tony nor his staff divulges the agreement, because (they say) revealing its terms is itself a violation of said terms. But they drop all kinds of references to specific terms, especially when the PCs request information, discounts or anything you don't want to give them. It's Fat Tony's version of info denial.

Psychotherapy specialty can get the head to focus long enough to conduct a brief conversation. (Greg Ingber)

Static Pants



Illegal, probably. As advertised, these pants accumulate static electricity with improbable efficiency. Two small, practically unnoticeable metal nodes protrude from the kneecap section of each pant leg. When these nodes contact a grounded object/person, the static discharges harmlessly (mostly) with a satisfying flash and crackling noise. Harmlessly, that is, if the wearer takes care to discharge the pants every few minutes. Should the wearer neglect to discharge the pants—well, the charge continues to build. As the charge grows, the user might experience tingling sensations, 'seeing stars', electronic equipment malfunctions, spontaneous human combustion and frizzy hair. Once the pants have achieved maximum charge (which takes about an hour), a discharge causes S3D AP energy damage against humans or I3J AP damage against bots/electronic systems. Finally, though the pants are indeed custom made, they tend to be ill-fitting and generally shabby. LabGal is a scientist, not a tailor. (Greg Ingber)

Ultimate Botfighting Championship Tix!!!



Illegal. Botfighting is a treasonous underground sport where bots are reprogrammed to hate other bots and pushed into an area to fight for existence. Humans watch, cheer their favorite bot type and gamble on who'll survive.

- ☞ **Version 1:** The match is a big IntSec sting operation. Anyone buying these tickets is tagged as a Frankenstein Destroyer and rounded up within minutes.
- ☞ **Version 2:** The match is real, but it's either (A) a Frankenstein Destroyer recruitment plot, (B) a Corpore Metal espionage operation, or (C) both. Anyone buying these tickets may soon be accosted by a jackobot that 'wants to have a few words in private.' (WJ MacGuffin)



Payment and shipping methods

Adapted and condensed from the appendix (by Joshua Moretto with Jeff Groves) of the first STUFF equipment book. For fuller descriptions and more methods, see that fine supplement.

Payment

METro Checks: Heavily licensed plasticreds used mainly by untutored novices, METro Checks encrypt and conceal the license until the check is cashed. Ostensibly designed to protect citizens from dodgy license-based credit scams, and in no way the basis of any number of dodgy credit-*un*licensing scams.

Payment++: Electronic payment marketed to Computer Phreaks and non-Phreak security freaks, Payment++ runs the payment through a multilevel encryption system, then transmits it to the seller after taking a small cut. Not quite anonymous, but much moreso than a standard ME Card purchase.

PayNow: Permits immediate purchase (using your ME Card) at the seller's predetermined price. Appears on purchase records under a variety of benign legal covers. Any disparity between the displayed price and the predetermined PayNow price is your problem. Funded by Free Enterprise (of course).

Delivery

Black Box Package Transit: Premium-priced courier firm known for its Black Box Enclosure system, which locks the package in a virtually indestructible container openable only by the recipient's tongueprint.

C-mail: Alpha Complex e-mail. Useful only for sending purely digital goods (software, electronic documents), this simply transfers the relevant item to the recipient's personal

C-mail account. About as secure as you'd expect, though good encryption can help.

Courier/Deliverybot/Transbot: Courier security relies on the courier's trustworthiness (yeah, right), pay (often used to stimulate trustworthiness) and, in an emergency, resourcefulness and combat skills. Deliverybots handle most small packages; larger transbots carry bulkier items. Bots are relatively secure compared to couriers, unless the bot gets hijacked by a high-clearance citizen.

Daycycle Delivery: Directs a small army of couriers, deliverybots and pneumatic tube systems, virtually guaranteeing a speedy and secure delivery. Currently engaged in a fierce rivalry with the nascent Fed-R-ALL Express.

Fed-R-ALL Express: Has a rep for undercutting prices and (according to rumor), sabotaging its competitors' deliveries. Fed-R-ALL couriers tend to be slightly better armed than their rivals. They ride speedy-quick rocketcycles.

Illuminati Nightcycle Express: There is no entry for this service. It does not exist. References to it are dealt with in harsh yet plausibly deniable fashion. Thank you.

Jackobot Delivery: Not actually delivery via jackobot, but a business venture capitalizing on the name. Essentially a jazzed-up courier service, Jackobot Delivery trains its employees (often YELLOWS, occasionally even down-at-heels GREENS) in many skills, including combat. Extremely reputable, but prohibitively expensive.



The best way to pay is now

■ Delivery methods—costs and times

Delivery method	Avg time	Letter	Breadbox	TV set	Fridge	Autocar	Rail car
Black Box Transit	30-40 hrs	25cr	35cr	75cr	200cr	—	—
Courier	1 day	10cr	20cr	50cr	—	—	—
Daycycle Delivery	20-24 hrs	5cr	20cr	45cr	70cr	400cr	—
Deliverybot/Transbot	2-3 days	7cr	15cr	30cr	100cr	500cr	700cr
Fed-R-ALL Express	1 day	5cr	15cr	40cr	—	—	—
Jackobot Delivery	12-16 hrs	30cr	50cr	100cr	250cr	1,000cr	2,000cr
Illuminati Nightcycle Exp.	Spookily fast	No reliable benchmark. Each delivery's price is negotiated in unusual currencies based on certain... <i>criteria</i> .					

High Priority shipments usually arrive in half the average time but cost 50% more. Low Priority shipments take at least twice as long to arrive (or way longer if the backlog's bad) but only cost 50% of the base price.

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As our vast network of spies uncovers the true identities of the many other photographers whose work ornaments this book—or, alternately, as we receive nasty letters from their lawyers—we'll update this list as a free downloadable .PDF file posted on the Mongoose Publishing **PARANOIA** website (www.mongoosepublishing.com/home/series.php?qsSeries=19).

The slogans at the lower right of each two-page spread in the introduction and Gamemaster section—we call them 'fortune cookies'—were contributed by these good citizens on the leading **PARANOIA** fan site, **Paranoia-Live.net** (www.paranoia-live.net): Citron-R, Cynicus, Elm-R-FUD, Matt Dyson, hoog, Scottie Taylor, surfbored, Tombking and whiteadder. Commendations to all!



Traitor Recycling Studio

The *PARANOIA* line's Famous Game Designers!

An informal gaggle of over a dozen *PARANOIA* writers, the Traitor Recycling Studio arose from *The Toothpaste Disaster*, an online *PARANOIA* game played in summer 2004. (You can see the results at <http://paranoia.allenvarney.com>.) We collaborate online, sharing ideas and reviewing text. It's fun, productive and not even a little treasonous. We think.

The following Traitors wrote *STUFF 2*:

Paul Baldowski works in an obscure branch of CPU and lives somewhere on the outskirts of Manchester in the UK. His writing for *PARANOIA* has finally justified all those years of lugging around several hundred rulebooks and gaming magazines. Paul accepts full responsibility for *The Underplex*, the *Crash Priority* mission 'Patch Job', several chunks of the core rules and *Gamemaster Screen* mission blender, and the odd piece of unique wisdom on his *PARANOIA* blog, www.omegacomplex.com.

Andy Fitzpatrick is better known to loyal members of the Paranoia-Live.net forum as High Programmer Jazzzer. He wrote 'Random Access Mission' for *Crash Priority*. When The Computer lets him, he works as a freelance Web designer. He likes drinking pints of bitter, chatting with friends, little-known ska nightclubs, Photoshop tennis and anything by P.G. Wodehouse. He currently lives in London but asks that that isn't held against him.

For **Greg Ingber** (www.gregingber.com), *PARANOIA* isn't just a game—it's a way of learning critical life skills in a safe and nurturing environment. He also wrote 'Emergency Disaster Response Teams' in *Extreme PARANOIA* and contributed to *Criminal Histories* and *The Underplex*. When he isn't working with (or plotting against) the Traitor Recycling Studio, Greg works for a sports talk radio program, and as a freelance writer/producer.

Eric Minton participated in one of the very first *PARANOIA* demos at Origins '84. He created over 200 items (!) for *STUFF*, of which almost half made it into the book. He works for a Web design company in New York where, if the decor is to be believed, everyone seems to have ULTRAVIOLET Clearance.

WJ Maguffin is the pseudonym for a high school administrator who lives and works in Chicago, Illinois. Nowadays, WJ has to keep his real name out of lowlife RPG books like this one, so his school bosses don't get testy. Under his own name,

which we won't mention here—well, it's probably safe to call him 'Bill'—he wrote most of *Criminal Histories* and a lot of *Extreme PARANOIA* and *Service, Service!* Under another pseudonym, Biggles, he is active on Paranoia-Live.net and his own FriendComputer.net fansite. Gotta wonder at all those aliases....

Saul Resnikoff wrote 'The Dinner Party' in *Sector Zero*. He's a High Programmer on Paranoia-Live.net.

Allen Varney (www.allenvarney.com) designed the Mongoose Publishing edition of *PARANOIA*. In 1985 he co-wrote with Warren Spector the early *PARANOIA* adventure *Send in the Clones* (recently reprinted in *PARANOIA Flashbacks*). He hosted and ran *The Toothpaste Disaster*. Allen packages the Traitor Recycling books and tries hard to keep the Traitors in line.

Eric Zawadzki wrote 'Rockumentary' in *Service, Service!*

These and other notorious Traitors are even now preparing other *PARANOIA* supplements not yet available at your clearance. Get ready! Check out the latest *PARANOIA* news on the official development blog hosted by *PARANOIA*'s original co-designer, Greg Costikyan (www.costik.com/paranoia), and join the forums at www.paranoia-live.net, as well as Mongoose Publishing's own forum at www.mongoosepublishing.com.

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