

PARANOIA^{xp}

PARANOIA

STUFF



Brought to you by
ERIC MINTON
&
THE TRAITOR
RECYCLING STUDIO

Original design by
DAN GELBER
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ERIC GOLDBERG

Paranoia XP design by
ALLEN VARNEY

'What can I buy for X credits?'

Weapons and ordnance

B3 Grenade Kit	5
Grenade/Flare	50
Titan-X Truncheon	50
Jell Rounds	65
Laser Barrel Extenders	100
Lazooka: 100 (body); 550 (barrel)	
UltraBrite Laser Flash Accessory	100
BotKiller Ammo (6-shot clip)	200
NuFlesh First Aid Pistol	300
Gyrostabilizing All-purpose Flux Fortifier	400
Hot Fun Cannon Class 2400 WideShot	400
Gauss Whistle	500
Induct-O-Glove	500
Smart Laser Barrel	500
VenomNails	500
Personal Particle Projector	600
Tactical Tear Warfare Goggles	650
Cone Pistol	700
Pyroclastic Emitter	800
Wiper	800
MonoBola	850
ARC Mortar	1,000
Lightsabertooth	1,000
Multicorder Blaster	1,000
Parallax-Class Scopebot	1,000
Personal Gyrotory Defense System	1,000
Slipaway Liquefied Inhibitor Pack	1,000
TunAll Tunneling Spray	1,000
Original Indefatigable Webulator Suit	1,250
Crowd Control Sonic Screamer	1,500
ElectroZone R&D Traitor Zapper 213/B	1,500
Gravitic Gauntlet	2,000
Plasma Sword	2,000
Cruising Missile	2,800
B-E Condensate Projector	3,000
Combat Chronometer	3,000
Magnetic Flux Cannon	5,000
ChronoGun	15,000
Gravitron Cannon	30,000

Defense

Foot Lock	50
Monofilament Dissolver Spray	20
Elevator Safety Foam	40
Commie Trap	75
SecureCord PDC Cable	150
Personal Attack Alarm	250
Buoyancy Suit	300
Remote-Controlled Inflatable Troubleshooter Decoy	350
Threat Evaluation Eyewear	650
Endoenergetic Armor	1,000
Portable Jamming Unit (Class 3)	1,000
Threat Evaluation Eyewear Software Upgrade	1,000
Variable Energy Stress Transfer Armor	1,000
MonoWeave Body Armor	1,500
Liquid Body Armor	1,800
Invisi-Suit	10,000
Darkfield Generator	12,000

Surveillance and spying

Surveillance Candy	30
Fake Security Camera	70
WiSpy PDC Transmitter	100
Camera Tap	425
Acoustic Interferometer	500
Spy Powder	1,500
HoloNode	1,500
MemoMin	3,500
Spybot Model 211/X	4,000
DeepCover Mem Card A770	5,000
HeetPrufe Infrared Stealth Suit	5,000
IceBLUE Phone Cracker	5,000
Tornado-Class Remote Surveillance Drone	20,000

McDs

Cellophane Jumpsuit	25
OrthoGold File Manager v5.02	25
CalmLink Armband	50
HappyShock! Personal Trainer	50
LegLock Command Braces	100
Traitor Tether	100
Shocking Grip!	140
Teamwork Trainer Device	150
Communism-Sensitive Interlock Deactivator	200
Magnetic Braces	200
Treason Announcement Device 9000	600
Pedestrian Active Cruise Control	500
Say-No-Evil Speech Censor	500
Treason-Free Speech Limiter	500
Loyalty Exoskeleton	600
Proximity Control System	700

Personal equipment

Tattoo-U Indelible Markers	6
SmartPaper (1 sheet)	10+
Fresh Foam	20
Hair-OFF	20
Bedew Handwash	30
Foamcrete Spray	50
FORMica Floor Tiles (400-pack)	50
Hygiene Attachment Kit	60
Joyometer	75
AdSuit	100
HeliumTeela Boots	100
Insta-Dorm Inflatable Furniture Set	100
Instant Hygiene Grenade	100
Pre-owned Brevet Badges	100+
BacPacVac	250
Flame-Retardant Undergarment	250
Eyeshutters: 300 + 10/day	
Jelly Head	300
False-Color Enhancer Goggles	600
Visual Encirculator	1,100
HypnoCard	3,000
MemoMax Emergency Upload Helmet	3,000
Power/Data Tap Positioning System	3,000
Biometric Changer	3,200
Matter Printer	100,000

PDC software

Password Master 3000	10
Scrubby the Scrubot Virtual Assistant	10
CommieSpotter Face Recognition	100
CommieSpotter Face Recognition	100
Multicorder Digital Companion	100
Thought Processor	100
Micromed	120
Equipment RFID Reader/Compiler	150
inMote	250
SecurServ Packet Sniffer	280
BestDefense C-mail Filter	500
Re-Sound	500
PDC Model 2020/b	1,000
C-Bay Snipe-R	1,500

Bots and bot accessories

Bot Brain Voice Interface	200
Bioscience-Engineered Attack Drone 'Bucky'	350
SkeetRat 1.0	450
Bot Repellent	500
BearerBot Mark 3b.4.1	1,000
Queuebot	1,500
Sniffer Petbot Mk 5	2,000
Psychbot	3,000
Robutler Model 104n/CCL	3,000
T-99 Bodyguardbot	8,000
Cutebot Creche Defender	11,000
Docombot	35,000
Pyrus-Class Warbot	50,000
Constructobot	65,000
CloneBot Model 2AT	185,000

Vehicles

LubriSkates	500
RailRider	500
Mind-Controlled Wheelchair	1,500
Tunnel Ski	8,000
DeltaWheel Class 3000 Autocar	14,000
Mobile Residential Unit Model RF6	25,000
Cable Spyder	30,000
Crawler Seed: 80,000 (120,000 in Straight)	
Luxury Time Yacht	100,000

Medications

All prices are per pill unless otherwise noted.

Toothpasty Supp. #5 (20-pack)	1
Focusol (thiahexadrine)	4
New You (persidax)	10
Night Stalker (vulpazine)	10
Laser Sharp (thiamaram)	25
MelloWake (clonoglazeron)	25
Sodium Pentathol (not BelieveaPills, which are 100cr)	30
Overdose Helper (oxyfluococillin) (bottle)	60
Smilies (smilase tetrasildenafil) (24-pack)	64
ReAnimator (necronomicil)	100
Scramble (jargotan) (bottle)	200
ConeRifle Battle Gum (6-pack)	350
Regro (diphenhydromegatoxine)	1,000

Cybernetics

VoxBox	250
Cortex Bomb	500
Vital-Tattoo	500
RingTone Com Implant	800
eye-PDC Series 1400: 1,000 + cyberoptic	
Foot Bomb	600
REDfinger Digital Weapon	1,000
RoboMuscle (1 limb)	1000
ThickerSkin Sub-Dermal Armor	1,000
HiAlbedo Sweat Implants	2,000
CerebRAM Mem Card Socket	5,000
Cybernetic Cerebellum	8,000
Emergency Universal Limb Replacement	10,000

Food and drink

HappyKaff Instant	1
NutriMax Meal Replacement Tablets	1
CruncheeTym Yeast Twists	3
ParteeTym Mildly Intoxicating Beverage (can)	4
Sweetened Algae PDC	4
Cheez Pleezer	5-10
Hearty-Hearty BrickLoaf (with Special Sauce)	5
NearBeer	5
ParteeTym Mildly Intoxicating Beverage (bottle)	6
Self-Heating CoffeeLike	12
Soylent Truncheon	30
Blue Vulture	50
Personal Hydroponics Kit 9099	800

Entertainment and media

Sounds of Alpha Complex	10
101 Fun Songs to Sing in Line: 20 + 10/song	
Tella-O and [INSERT NAME HERE] in the Race to Sector ZZZ!	25
Three's Mandatory Boxed Set	30
Botspotter's Manual 214	55
Laws of Alpha Complex ed. 39/ B.3.8.2.2	100
TSC Strategy Guide	350
Guest Appearance on Bake-A-Traitor	1,250

Sports and recreation

DEMENTIA XP	30
Murder Mystery Game Kit	30
Pipe Patrol	30
FunBall No-Contact Harness	80
SPROINGS Spring-Wear Shoes	90
Bomb Squad!	160
MagBall Gauntlets	250
SmartBall	800
Fantasy Troubleshooter Analyst	3,000

Great gifts!

INFRARED's Best Friend	25
25 Hour Digital Wall Clock	40
Stress-B-Gon Squeeze Ball	40
BeatMaster Piezoacoustic Audio Stick	395
Component 305	800
Fnord	1,776

PARANOIA™

XP

STUFF

Weapons, equipment and other items to make your life easier and/or harder

BY ERIC MINTON AND THE TRAITOR RECYCLING STUDIO

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THE COMPUTER
Provider of everything you actually need

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Security Clearance RED

WARNING:

Knowledge or possession of this information by any citizen of Security Clearance INFRARED is technically treason—but if it leads to purchase of the fine merchandise herein, that's good for business so we'll let it go.

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Smart Laser Barrel	21	Say-No-Evil Speech Censor	44	Password Master 3000	64
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I got yer stuff right here, citizen

Equipment books—easiest introductions in the world to write!

'Hey, **PARANOIA** players and Gamemasters, here's 30 metric tons of weapons, armor, personal gear, bots, vehicles, medications, Internal Security Malfeasance Control Devices, PDC software, cybernetic enhancements, food and drinks, sports and recreational equipment, personal services and 'great gifts!'—that is, totally useless junk.

'Each item is presented as an offer on the Alpha Complex auction site C-Bay, and a GM-only box lists game stuff like cost, security clearance, statistics and interesting backfires. An introductory essay talks about auctions in Alpha Complex, and an appendix lists the various methods citizens use to pay for and deliver goods.

'Add this stuff to your game any way you like. Enjoy!'

Well, that was a productive 90 seconds. Just mail us the check.

Actually, we do want to make a couple of pertinent, non-obvious points. First, we made this book RED Clearance—that is, available to players as well as Gamemasters. We did this partly because, let's face it, players will buy the book anyway. Mainly, though, the premise (that these are C-Bay auction entries) makes this information technically accessible by lots of

Alpha Complex citizens—not just REDs but even INFRAREDs, and in fact anyone with access to the Gray Subnets.

You see, these entries have been hacked.

Most of the items in this book range all over the security clearance spectrum, meaning no RED citizen would *ordinarily* know much of it even exists. Furthermore, the comments posted by citizens in each entry are blunt, down-and-dirty feedback no mere RED *ordinarily* hears spoken above a whisper. So this should all be ULTRAVIOLET Clearance. Ordinarily.

However, for this STUFF book, a kind Computer Phreak has hacked the C-Bay listings and posted them in their entirety, uncensored, with feedback and all, on one of the shadowy Gray Subnets (illegal private data networks). Therefore, lowly REDs get a rare glimpse of the unvarnished truth about these gadgets.

But! The text, the C-Bay entries themselves, are RED Clearance (players can read them), but the game statistics are for ULTRAVIOLETs (Gamemasters) only! The paragraphs marked 'GM ONLY!' describe backfires or surprising features of these items. If you, the player, knew about these in advance, instead of discovering them the hard way in actual play, you'd get all smug and have to be terminated.

So, to recap: Players, read the regular C-Bay entries, but **don't read the game stats**. At least,

don't let on you've read them. When the R&D scientist hands your character that Magnetic Flux Cannon, just gulp and try to smile.

Let's see, anything else?

That about covers it. Now, about that check...

The Traitor Recycling Studio

Many talented designers helped create this *STUFF* book. We recruited most of them through the net, and in particular through a Web-based game we ran in spring and summer 2004, while working up the **PARANOIA** XP rulebook. We used a 'Wiki', a collection of editable Web pages, and the rules for a game called **Lexicon**, designed by Neel Krishnaswami.

Posting to the Wiki twice a week for two months, nearly two dozen High Programmer players wrote entries in an alphabetical glossary, a report to The Computer on the complex and far-ranging Toothpaste Disaster. (Find the Lexicon rules at www.20by20room.com/2003/11/lexicon_an_rpg.html, and read the complete report at paranoia.allenvarney.com.)

Many Lexicon players have joined an informal team called the **Traitor Recycling Studio**. Studio traitors wrote the mission collection *Crash Priority* and are now writing several more **PARANOIA** XP supplements collaboratively, using a new Wiki.

Auctions in Alpha Complex

by Joshua Moretto with Jeff Groves

Auctions? In a totalitarian socialist anthill like Alpha Complex? How, you might well ask, can a citizen sell The Computer's valuable property to another citizen? Is it not entrusted to him through The Computer's benevolence? Won't he get in awful trouble, especially if the person he sells it to breaks it?

In the Alpha Complex of a decade or so ago these objections would be spot on. But when The Computer ordered a transition from the old service groups to the new service firm model, Alpha Complex saw a paradigm shift regarding ideas of 'property'. Given the new pseudo-capitalist value system, the Computer deemed it reasonable that a citizen could legitimately 'own' something, subject only to his own shame and the censure of his peers for failing to maintain it properly. Certainly he only 'owned' it because The Computer, in its benevolence and wisdom, had created a system wherein his urge to ownership could be gratified, thus making him happier. But now at least nobody was getting demoted for improperly polishing his pocket mirror.

This move meant there were now two legitimate categories of property: things The Computer let

citizens buy ('private' property), and things the Computer specifically assigned to a citizen for a designated reason ('assigned' property).

Of course, this resulted in exactly what you might expect: some citizens have things they find they don't particularly want that someone else is willing to pay for. Some service firms (especially in PLC) immediately capitalized on this, but individual citizens soon realized they were now allowed to strike deals directly with each other.

Enter C-Bay

C-Bay is the premier online auction site in Alpha Complex, the creation of CPU genius Ed-G-RTL-4 (and, according to treasonous rumor, member of the Computer Phreaks). More things than a citizen can imagine are sold on its network, many at fantastic discounts off their regular prices. Conversely, the competitive C-Bay economy means demand can drive prices through the roof, and many an incautious citizen has depleted his credits paying a 3000% markup for that one item he just 'had to have'. Service firms from

every group also use C-Bay, unloading extra inventory and the occasional hot potato onto its open market.

Many citizens don't grasp that The Computer finds C-Bay extremely useful for regulating the economy. It keeps careful tabs on what is sold and for what price, using this data to gauge the wants and needs of Alpha Complex. Fierce bidding wars can result in sudden and perplexing sector-wide (or even complex-wide) hikes in the cost of innocuous commodities, or a mysterious yet urgent 450% increase in production of New and Improved Bouncy Bubble Beverage.

Other auctions in Alpha Complex

C-Bay has competition, both legal and treasonous.

Among sites officially recognized and approved, the least approved and most interesting is **Firm-Bid!**, an auction site set up and run cooperatively by many struggling young service firms fighting for an edge against the Alpha Complex old-clone

network. They use Firm-Bid! as a back channel, exchanging contracts, passing around firm equipment, and bidding on innumerable acts of sabotage using numerous ever-changing code phrases. ('Bid on one delicious CruncheeTym CinnaYum bagel with guaranteed yield of 12 bites, delivered as special surprise to firm of your choice at time you specify. You serve bagel by remote control.') Firm-Bid! itself is technically legal but has a malodorous reputation, and IntSec frequently closes down individual auctions when they figure out the code-words in time. Nonetheless, if a firm really wants to offload something but thinks it might be a little too suspicious or outright treasonous to go through C-Bay, the firm puts it up on Firm-Bid!

Just as the legitimate commerce of Alpha Complex is shadowed by the IR market, treasonous 'IR Auctions' are accessible to those in the know over the illicit Gray Subnet private data networks. Goods available in IR Auctions tend to the treasonous and hard-to-get, and conducting business is a nerve-wracking affair. Rumors abound about IntSec infiltration, and a citizen can never be entirely certain whether he just bought a stolen plasma generator or a ticket to HPD&MC's Attitude Adjustment Centers.

Free Enterprise, unsurprisingly, has jumped on the auction bandwagon, operating a clandestine IR Auction site known as **FreeTrade**. Probably the safest of the unofficial auctions, FreeTrade has become the go-to place for the well-connected (and exceedingly well-funded) traitor looking for that special something.

PURGE maintains the **Warpath**, a semi-regular live face-to-face auction, conducted in secret, at which PURGE members sell off surplus armaments and other gear. Supporting the cause is all well and good, they argue, but until the day they finally smash The Computer, those credits come in mighty handy. And hey, this is a terrific cone rifle I'm offering here, barely used, how about it, do I hear 600 credits? Rumors that IntSec regularly raids Warpath gatherings are hotly denied—sometimes by IntSec itself, for fear of PURGE vengeance.

The Romantics and the Sierra Club, at least somewhat aligned in ideals, have set up a ramshackle auction known as the **Bazaar**. Largely a source of Old Reckoning trinkets and the occasional piece of nature smuggled in from Outdoors, the Bazaar is possibly the most dangerous auction site for the incautious traitor. Not only do its users disappear with alarming frequency, but many Sierra Clubbers insist on the barter method, which frequently bogs down transactions. Still, when you're looking for the rarest of items from Old Reckoning ruins found Outdoors, the Bazaar is your best choice.

Smaller and even less trustworthy auctions and sites appear from time to time, as individuals or groups finagle a temporary secure Subnet, but these vanish as quickly as they appear. Still, the auction bug has clearly bitten Alpha Complex,

and as long as a citizen has something to sell, he will probably find citizens willing to fight over the right to buy it.

Unless, you know, The Computer changes its mind.

Using auctions in your game

Auction sites function in your **PARANOIA** game according to your chosen style of play. Of course we encourage you to do as you please—you're always right, after all—but here are some suggestions for incorporating auctions into the various **PARANOIA** play styles.

Straight

Straight presents the best opportunities to incorporate C-Bay and other auctions into your game. Characters with a halfway decent chance to survive a few missions seek the best equipment they can get, and the darker tone allows the GM to explore the paranoia, conspiracy and intrigue that a simple auction can create. Some possibilities:

- ☉ A high-clearance citizen wants to win a certain item without revealing his involvement in the bidding, and directs the PCs to act as his middlemen. Perhaps the PCs run out of credits, and their 'employer' suggests they take steps to eliminate the opposing bidders, leading to a literal bidding war. Maybe the PCs try to locate the seller, and try blackmail, force or dangerous mutant powers to coerce him to sell directly. Maybe it's the wrong item after all. Lots of opportunity to make enemies, plenty of room for the players to sweat.
- ☉ A PC wins a bid for some unimportant item of insignificant value, only to discover upon delivery that it is an item of significantly greater worth, not to mention clearance. The PC (and his teammates) quickly become embroiled in intrigue, as various factions try to claim this macguffin. ('Macguffin', a term popularized by Alfred Hitchcock, refers to an object that has no specific meaning or function other than to advance the story.)
- ☉ An item repeatedly auctioned on C-Bay has a strange history: The winner of each auction turns up dead a week later, and the item is sold again by his next clone, who just wants to be rid of it. The Troubleshooters are instructed to purchase the item and solve the mystery surrounding the deaths. Assassins? Inter-firm feuds? Secret society plots? This is another good

one for making the players sweat, as you can ramp up the sense of conspiracy and impending danger following the purchase.

Classic

In the slapstick tragedy that is a Classic **PARANOIA** game, auctions can keep the players gleefully terrified. Most of the Straight suggestions can work in Classic just as well, with a slight change in tone from sinister and dystopian to black comedy. Items sold in Classic auctions are more likely to drastically differ from their descriptions, and paying your bids can become a bureaucratic hassle bordering on farce. Improper auction procedures become justification for accusations of treason, and secret society-run auctions take place constantly.

- ☉ The Troubleshooters, scammed into a combat-heavy mission with only laser pistols from PLC, decide to infiltrate a nearby Warpath auction and steal heavier weaponry. (It is all right to steal from traitors, right?) When IntSec raids the party, the Troubleshooters are fingered as the double-crossers. A three-way gun fight ensues as the Troubleshooters 'sample' a couple firearms on their way out.
- ☉ The Troubleshooters are enlisted to test out a High Programmer's new delivery service, which guarantees arrival of the product 'within ten minutes of the winning bid!' How does he do it? Simple: He has the product already en route to the current high bidder before the auction's over! The Troubleshooters are run ragged as their destination changes every six minutes. When a bid sniper enters the winning bid one second before the auction's end, the Troubleshooters have only ten minutes to traverse a half-dozen sectors to an address they've never heard of.

Zap

If you can get the players in a Zap game to stop shooting everything long enough to worry about something as complicated as an auction, please register your mutation with The Computer.

Zap auctions work best as live auctions, as the players bid against people they can see (and shoot). Of course, because most live auctions are treasonous, it gives the PCs more reason to shoot them. Entertainment value comes first, so play it fast and loose, and if anybody gets uppity about the details, casually suggest their attitude might need some adjustment. The other players will undoubtedly take care of the problem.

Weapons and ordnance—39 BIG NEW ITEMS!

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FEATURED ITEM

Combat Chronometer



Category: [Weapons](#) / [Concealed](#)
Qty available: 1
Offered by: Lexx17
Current bid: 2,101cr
Item location: N/A
Delivery: [Black Box Package Transit](#)
Payment accepted: [Payment++](#),
 Unlicensed credits

This Combat Chronometer is the latest in IntSec fighting gear. They've crammed in every function you might need in a fight; it's a needler, a flamethrower, a smoke thrower and a grenade, all in one! Also has a built-in flashlight. No one will know about your hidden arsenal until it's too late. Believe me, you won't find this little toy anywhere else. Act now on this once-in-a-clone opportunity!

Comment on this item:

You can reload this easily with standard issue ammunition and a basic tool kit! C-mail me 100 creds and I'll send you the schematics.—VatVatVat

How does one aim this baby? Is it obvious where the flame comes out, or can a clone act all superior and then shoot herself in the face with fire?—Bill-O

Customers who bought Combat Chronometer also bought:

Martin-I Beverage Shaker

GM ONLY! VIOLET. 3,000cr. This is a heavy, metallic wristwatch with altogether too many buttons. In addition to providing light and telling the time, the Combat Chronometer acts as a one-shot needlegun (S3W impact), hand flamer (S3K energy) and smoke thrower (as a slugthrower smoke shell, only at point-blank range). It may also be thrown as a grenade (W3K impact). The user can't reload the Combat Chronometer; when any weapon function is used, a chirpy voice loudly announces that reloads may be purchased at a reasonable price from TinyZap IS, a licensed IntSec service firm. The buttons are not labeled; using the Chronometer without a manual is inadvisable. Malfunction: The user activates the wrong function. Choose whichever result is most entertaining. Remedy: None (the weapon didn't break; the user just screwed up). (Eric Minton)

Play style icons

Each item in this book is suited to one or more of the three play styles presented in the **PARANOIA XP** rulebook. These icons indicate the style(s) where the item fits best. Of course, GMs should feel free to throw any item into any type of 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.

ARC Mortar

Category: [Ordnance](#) / [Artillery](#)
Qty available: 1
Offered by: AckAck
Current bid: 415cr
Item location: Armed Forces Barracks 3087, ARC Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: Plasticreds (GREENguns-licensed)

This classic piece of Armed Forces hardware is perfect for taking out enemies covering behind cover. Shells arc up and over obstacles to land on opponents from above. Just drop an ARC Mortar shell into the muzzle and get out of the way! Shells not included.

Comment on this item:
 Best fired from behind cover yourself, so you can hit opponents without being vulnerable to return fire. Thing is, you'll usually need a spotter to tell you where to aim, and that means someone you can trust to give you real info.—GunnerJane

Customers who bought ARC Mortar also bought:

ARC Mortar Napalm Shells

GM ONLY! BLUE. 1,000cr. Artillery weapon, 1 shot, range 100m, arcing fire. Attacks use Violence rolls or the rare Artillery specialty. Works like a real-world mortar. Mortar shells look almost identical to cone rifle shells (use stats and costs for cone rifle shells), but dropping a cone rifle shell (or any nonstandard ammo) into the muzzle breaks the firing pin, ruining the mortar. Because a shell fired from a mortar travels in a high ballistic arc, it can only be used safely in open areas with high ceilings. Otherwise the shell hits the roof and explodes, possibly bringing the ceiling down. No one ever seems to remember to explain this to Troubleshooters, so they learn the hard way. Malfunction and remedy as for cone rifle. *Style note:* In Zap games the mortar accepts cone rifle ammo. And grenades. And laser barrels. It'll fire just about anything you can cram in there. A funnel can help, but we recommend a shoehorn and a little grease. (Eric Minton)

B3 Grenade Kit

Category: [Weapons](#) / [Explosives](#) / [Homemade](#)
Qty available: 140
Offered by: superstar80
Current bid: 15cr
Item location: n/a
Delivery: [Black Box Package Transit](#), [Illuminati Nightcycle Express](#)
Payment accepted: METro Checks, Payment++

Special offer to all you honchos out there. Put one packet in a can, clamp on the stay-fresh lid, then toss and run! Kaboom-o! Perfect for our little hepcat party in CDF Sector next week since the kit is available at your security clearance. You get me? Plop, plop, fizz, fizz, and rock on!

Comment on this item:
 Why are they accepting METro Checks? Those all come with embedded tracking sprites! You DLs should know better, but maybe that's giving you too much credit.—FFR_Karl

Change of plans. The hepcat party is now in FFR Sector. Rock on!—superstar80

Shouldn't this go under Food & Drink?—Bill-O



It's the
MANDATORY
thing!

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Customers who bought B3 Grenade Kit also bought:

[Red Shoe Polish](#)

[Gasmask](#)

GM ONLY! RED. 5cr. S4D impact. This kit includes six cans of B3, six clamp-on plastic lids and six tablets of Alka-Vescence, a medicine for upset stomachs. The grenade is made by putting an Alka-Vescence tablet into a can of B3 and using the lid to trap it inside. Given the volatile nature of B3, the heavy carbonation levels in each can and the violent reaction of Alka-Vescence and liquid, this creates a surprisingly effective grenade. Any character stupid enough to drink B3 and then eat an Alka-Vescence tab gets one Arbitrary Justice roll: 1-10 means the character floats in mid-air; 11-20 means the character feels nauseated just before exploding. (*Bill O'Dea*)

B-E Condensate Projector



Category: [Weapons](#) / [Field Weapons](#)
/ [Really Experimental](#)
Qty available: 2
Offered by: GonnerTech (a licensed R&D firm)
Current bid: 2,900cr
Item location: GonnerTech
Showroom, AAF Sector ([map](#))
Delivery: [Jackobot Delivery](#), [R&D Special Delivery](#)
Payment accepted: [Payment++](#),
[R&D licensed credits](#)

You asked GonnerTech for something stronger than a plasma generator, so here it is! Our magnetic containment backpack holds helium-4 at just above absolute zero, forcing the element into its condensate form. So cold, it freezes anything it touches! And unlike plasma, the area of effect is safe within seconds. Remember—if you love experimental weapons, you're a Gonner!

Comment on this item:

I think they should call the stuff 'Super Cold Goo' instead of 'Condensate'. I don't even know what that word means. Probably above my clearance anyway.—andrebie

Did anyone else read that name as 'B3 Condensate Projector'? Heh. —miss print

Customers who bought B-E Condensate Projector also bought:

[VIOLET Map of DDC Sector Troubleshooter Dorms](#)

[Termination Vouchers, 100-Pack](#)

GM ONLY! VIOLET. 3,000cr. **Unbelievably experimental.** Field weapon, 10 shots. This weapon, a tubular backpack with a thick hose ending in a nozzle and trigger, fires a streaming Bose-Einstein condensate, a phase of matter cold enough to instantly freeze anything. Targets caught in the 60-degree cone are frozen solid and can be shattered by a moderate amount of force (or, in Zap games, thawed out without problem). At ranges longer than ten meters, the target is hit by an annoying but harmless blast of cold air. Malfunction: The backpack explodes and the user is frozen, shattered and scattered on the floor. (*Bill O'Dea*)

BotKiller Ammo



Category: [Ordnance](#) /
[Ammunition](#) / [Slugthrower](#)
Qty available: 2,000
Offered by: Creative Annihilation AF
Current bid: 150cr
Item location: CA munitions
depot #005-97322P7 ([map](#))
Delivery: [Courier](#), [Jackobot](#)
[Delivery](#), [Vulture Express](#)
Payment accepted: [ME](#)
[Card](#), [Payment++](#)

Are you having trouble taking out those frankenstein warbots? Are you so harried by scrubots that you're willing to pay the fine for blowing them away? Look no further! Creative Annihilation's BotKiller ammunition turns an ordinary slugthrower into a bot's worst nightmare. [Disclaimer: Creative Annihilation does not claim bots have nightmares. Please use BotKiller Ammunition responsibly.]

Comment on this item:

Anyone using this ammo is a sick, twisted freak.—botspotter_0492C

This ammunition is a hoax. The force of impact would undoubtedly demagnetize the shells to the point of merely ordinary efficacy. —RnD4FR

Sez you, bulbhead. I've taken out three bots this week! Creative Annihilation knows its stuff. —DieBotDie

Customers who bought BotKiller Ammo also bought:

[2-meter Ceramic Prybar](#)

[MagnetoShield PDC Carrying Case](#)

GM ONLY! YELLOW. 200cr per six-shot clip. These highly magnetized dum-dum slugs work normally against most targets (W3K impact) but are especially damaging to bots and other electronic devices (I2J impact). In addition, damaged devices may malfunction in whatever way is most inconvenient, entertaining or just plain lethal. Until empty of magnetic ammo, the ammunition clip adheres with nigh-unbreakable force to nearby metal items, including any slugthrower into which it's loaded. (*Eric Reuss*)

ChronoGun



Category: [Ordnance / Field Weapons / Experimental](#)

Qty available: 1

Offered by: Ramachandra-V

Current bid: 8,090cr

Item location: SKL Sector ([map](#))

Delivery: [Secur-CORR Armed Escort](#), [Postal Warbot](#)

Payment accepted: ME Card, [METro Checks](#), [Plasticreds](#)

Warp time itself with this amazing experimental energy cannon! Fires chronal waves that distort the local space-time continuum, disintegrating objects or freezing them in time! It really works! Buy now!!

Comment on this item:

What happens if you shoot someone frozen in time with the disintegrating ray?—Bill-O

Probably frees them from the time freeze.—Lambert832

Customers who bought ChronoGun also bought:

Temporal Flux Stabilizer Belt

GM ONLY! VIOLET. 15,000cr. **Inconceivably experimental.** Energy weapon, special or D3V energy, 3 shots, range 20m. This weapon has two settings. The first setting freezes a single target in time. A time-locked target shimmers with a stasis aura that renders it immune to damage, though it can be carried and moved around normally. This aura wears off after a random interval, which could be anything from a tenth of a second to a thousand years. The second setting horribly ages the target: Metals corrode, plastics erode and flesh crumbles to dust. Malfunction: The ChronoGun's power pack ruptures, releasing a wave of chronal energy that turns the wielder and all his possessions to dust. No remedy is possible. (*Eric Minton*)

Cone Pistol



Category: [Weapons / Projectile Weapons / Pistols](#)

Qty available: 112

Offered by: Acceptable Losses Ltd.
(a licensed Armed Forces firm)

Current bid: 969cr

Item location: RNS Sector ([map](#))

Delivery: [Secur-CORR Armed Escort](#)

Payment accepted: ME Card, [METro Checks](#)

New from Armed Forces! Cone pistol packs the same punch you've come to expect but at a fraction of the size! Unique design eliminates kickback and reduces moving parts, making this weapon prone only to killing the enemy! Comes with one complimentary shell: specify HE, HEAT, napalm or ECM when ordering. Satisfaction guaranteed, or we'll kill somebody!

Comment on this item:

Even with a timer fuse, I was really disappointed. Especially when I was engulfed in flames.—Roscoe-B-JJS-3

Slap some SureStick on the shell and set the timer for two minutes! It works great on passing autocars!—HeadHonchoGrrl

Customers who bought Cone Pistol also bought:

SureStick glue pads

GM ONLY! BLUE. 700cr. It's a modified slingshot strong enough to fling a cone rifle shell. There's no recoil and it's very small, but it takes a strong arm to pull back the cord. A successful Violence check lobs the shell a good 20 meters; otherwise it tends to

fall much closer. The area effect of HE and HEAT shells is 40 meters, so it may not matter. Upon malfunction, the cord snaps while at maximum tension, effectively flinging the shell backward. If the shell has a timer fuse, the fuse must be set by hand. (*Bill O'Dea*)



Crowd Control Sonic Screamer



Category: [Weapons / Non-Lethal](#)
Qty available: 1
Offered by: Candace-G
Current bid: 875cr
Item location: VII Sector ([map](#))
Delivery: [Jackobot Delivery](#),
[Blue Vulture Express](#)
Payment accepted:
[PayUp](#), [Plasticreds](#)

Here's a nonlethal, nonviolent way to disperse unruly mobs! One zap from the Screamer sends them running. Two zaps leaves them sprawling on the ground, begging for mercy! For when you absolutely, positively have to subdue 'em with minimal property damage. Excellent condition, hardly used, comes with a full power pack. Buyers must pass IntSec security check.

Comment on this item:

Sure, it's nonlethal. The flamethrower your teammate sweeps them with while they're down? That's lethal.—fireflier

Customers who bought Crowd Control Sonic Screamer also bought:

[Gelgernine Foam Cannon](#)

[QuietJoy Earplugs](#)

GM ONLY! GREEN. 1,500cr. This backpack-mounted weapon, which resembles a cross between a plasma generator and a trombone, projects a cone of dizzying high-frequency sound (energy field weapon, ten rounds of fire, area 20m, 60-degree cone). Living targets are stunned for one round; they stagger away or collapse with hands pressed to bleeding ears. They are also partially deafened for the rest of the scene, and must make Violence rolls at the end of the scene to avoid semi-permanent deafness. Complete deafness is no fun, but this selective deafness means the character can't hear nearby firefights or unwanted instructions from the team leader—you know, the *good* kind of deafness.

Bots are immune to the sonic attack's stunning effects but can be deafened normally; fragile items like light bulbs and PDC displays tend to shatter. Firing the weapon in close quarters can be dangerous; echoes and reverberations can create a sonic backwash, affecting wielder and targets equally. Characters with earplugs or full-figure armor are immune to all effects. Malfunction: The weapon lets out a high-pitched shriek that stuns and deafens all characters and shatters all fragile items within ten meters; it then explodes. Treat this as a sonic rifle attack on the wielder. Remedy: No remedy is possible. (*Eric Minton*)

Cruising Missile



Category: [Weapons / Field Weapons / Guided Missiles](#)
Qty available: 1
Offered by: Smart Bomb Educators
(a licensed Armed Forces firm)
Current bid: 2,200cr
Item location: FFD Sector ([map](#))
Delivery: [Secur-CORR Armed Escort](#)
Payment accepted: ME
Card, [PayNow](#), Armed
Forces-licensed credits

Never used! Perfect for taking out large targets like malfunctioning warbots and Communist meeting rooms. Stays a mere 0.2 meters above the floor when fired. Includes guiding mechanism for in-flight steering—you control it, not a bot! Top speed 40kph. Includes HE warhead. Tail fin slightly bent but will not affect aim.

Comment on this item:

Anyone know if I could buy something to help convince my teammate to guide this? She refuses to even try it out. —Antonio-R

Fix her a delicious snack of REDdimeal, one can of Xtra Shift and some xinterol. She'll grow warm to your ideas. —blindkatz66

You don't want to kill her! Try using B3 instead of Xtra Shift. —themindmoves

Customers considering Cruising Missile might also like:

[Armed Forces surplus underwear](#)

GM ONLY! INDIGO. 2,800cr. This missile looks like a rocket-powered soapbox racer: four thin wheels, a steering wheel and a cut-out section for one driver. A large red button beside the steering wheel is labeled 'Launch'. When the button is pressed, the missile's rocket engine fires and moves this baby like a bat out of HEL Sector. The driver guides it toward the target. The driver must make a successful Hardware/Vehicle Ops roll to actually reach the intended target, even at the end of a straight hallway. Once there, the missile explodes (W2V impact, area 80m). The missile also includes a seatbelt for the driver. Safety first! (*Bill O'Dea*)

ElectroZone R&D Traitor Zapper 213/B

Category: [Weapons / Semi-Portable / Experimental](#)
Qty available: 1
Offered by: Edgar-G
Current bid: 1,200cr
Item location: Unit 718, Storelt PLC, YPY Sector ([map](#))
Delivery: [Black Box Delivery Service](#), [PLC SupaExpress](#)
Payment accepted: ME Card, [PayUp](#), [Payment++](#)

You are bidding on an ElectroZone R&D Traitor Zapper 213/B. Attracts traitors with a chemical lure, then electrocutes them discreetly and humanely. Excellent condition. Discontinued after the liquidation of ElectroZone R&D late last year. This is a RARE item—less than 20 were ever made! Winning bidder pays for delivery. Thank you!

Comment on this item:
it glows violet!—level49

Bordering into the ultraviolet, actually. Fortunately that doesn't make it ULTRAVIOLET.—GunnerJane

Customers who bought ElectroZone R&D Traitor Zapper 213/B also bought:

Buttery Popped Algae Pellets

GM ONLY! GREEN. 1,500 cr. **Experimental.** Anyone trying to haul around this semi-portable device has his hands full...and his backpack...and three or four shoulder bags. Requires several minutes to assemble, and must be plugged into a wall outlet or a portable generator. Based on Old Reckoning bug zappers, the Traitor Zapper relies on the propensity of traitors to stop taking their hormone suppressants. In use, it emanates a cloud of concentrated human pheromones that, combined with visual and auditory subliminals, draw hormonally active citizens like bugs to a bug zapper. Any character not currently on hormone suppressants must make a Management/Chutzpah check. Failure means the victim succumbs to the overwhelming urge to embrace the electrified central pillar of the Traitor Zapper, with shocking results. Even citizens on their hormone suppressants feel a vague and unsettling urge to immolate themselves. Have your Troubleshooters been taking their hormone suppressants regularly? (*Eric Minton*)

Gauss Whistle

Category: [Ordnance / Anti-Bot / Personal](#)
Qty available: 5
Offered by: Ludd
Current bid: 25cr
Item location: ITE Sector ([map](#))
Delivery: [Deliverybot](#)
Payment accepted: [PayUp](#)

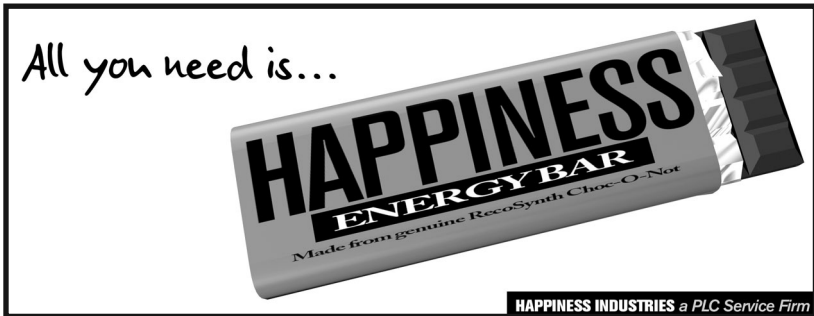
Never worry again about excitable bots inconveniencing you in the corridors. Show them YOU are in charge with the compact and efficient Gauss Whistle. One short, sharp blast will set them in their place and let you get on with the things that matter. Requires one AAAAA battery.

Comment on this item:
Forget the migraines...Tarken-O's cyberoptic exploded. Urgh!—Walker

Customers who bought Gauss Whistle also bought:

Depleted Uranium Shower Gel

GM ONLY! INDIGO. 500cr. Looks like a toy whistle with a computer chip jammed vertically in the end. Functions like a specialized gauss weapon to inflict magnetic flux damage to unshielded bot systems within 10m. A sharp blast on the whistle has an effect on unshielded bots equivalent to Snafued, but not as severe as Impaired. Think of a Dalek or Robbie the Robot in a moment of indecision—'does not compute, does not compute.' In Straight games, bots with ECM shields or hardened armor are immune. Affected bots remember who blew the whistle and may plot revenge once the Snafu wears off. Though the whistle supposedly has no effect on non-bots, this is open to question. When someone blows the whistle, roll 1d20: 1-4: No side effects. 5-8: Glass within 50 meters explodes violently, and reinforced glass develops worrying cracks; 9-12: All citizens within 50m get headaches that persist for an hour and make concentration hard; 13-20: Nothing appears to happen, but in 1d20 minutes enraged doberbots arrive and attack everyone (if Outdoors, substitute real dogs). (*Paul Baldowski*)



Gravitic Gauntlet



Category: [Weapon](#) / [Melee](#)
/ [Experimental](#)
Qty available: 1
Offered by: Python-X
Current bid: 55cr
Item location: PSX Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [PayNow](#)

Never removed from box. One size fits all. Feel the power of the strongest man behind every punch you deliver. Internal power supply, fully rechargeable. Easy to use. Wipe clean with damp cloth.

Customers who bid on Gravitic Gauntlet also viewed:

Power Pants

GM ONLY! GREEN. 2,000cr. W3K impact; Violence/Unarmed Combat roll to hit. The cumbersome gauntlet, made from some kind of ceramic-metal alloy with a glowing power marker on the back, does indeed fit anyone of average dimensions. When power dwindles, so does the marker. When activated (by a recessed button on the palm), the gauntlet

generates a gravity field that reinforces the wearer's movements—the way power steering helps turn the wheels on a car. Increase the wearer's Unarmed Combat damage by one step. While active, the gauntlet amplifies all movements of the fitted hand, making bizarre, ape-like swinging motions at the slightest gesture. Attempts to complete fine movements result in overenthusiastic stabbing motions—shattering buttons, snapping levers and poking holes in citizen's shoulders when you try to get their attention with a tap. Malfunction: The power turns on and off unpredictably, and the spongy material lining the gauntlet seems to cling to the hand, preventing easy removal. (*Paul Baldowski*)

Gravitron Cannon



Category: [Ordnance](#) / [Personal](#) / [Experimental](#)
Qty available: 2
Offered by: Gwen-I
Current bid: 10,021cr
Item location: NOB Sector ([map](#))
Delivery: [R&D Special Delivery](#)
Payment accepted: [ME Card](#), [PayNow](#), Tech-licensed credits

For years, the plasma generator has been the pinnacle of Alpha Complex personal military technology, transforming a lone citizen into a one-person scourge of the Commie menace. Yet our bright lads in R&D have not rested on this accomplishment, but strove to go beyond and improve on the best. We present: the Gravitron Cannon.

This baby sizzles! The Gravitron Cannon beam fires a broad beam of gravity-distorting particles. These cause a localized distortion in gravitational force in anything they contact. In lieu of elaborate discussion of the physics involved, just trust us when we say enemies will learn a new meaning of 'crushing defeat' when they meet this fearsome weapon!

Comment on this item:

A guy in my team tested one of these...What they don't say is, these things are *seriously heavy*. Aiming it accurately can be difficult, especially in a firefight. You don't want to have to explain why your team leader was reduced to a two-foot smear.—Benjamin-G

Big tip: if it starts making a high-pitched whine, put it down gently and run, run, RUN.—Meg-B

Customers who bought Gravitron Cannon also bought:

Feelin' Fine! Personal Lumbar Support

GM ONLY! VIOLET. 30,000cr. **Incredibly experimental.** M1V AP impact, range 30m (5m cone). Looks like a cross between a Tesla coil and a Browning .50 machine gun. Requires two hands and Field Weapons specialty to use. Can fire ten shots before requiring either a recharge or a replacement of its internal power cell. If (when!) it malfunctions, unit collapses in on itself in a micro-singularity; user takes damage as if struck by the weapon, and please, feel free to make this a radius effect as whim dictates. (*Joshua Moretto*)

Grenade/Flares



Dual-function flares from BigBrite PLC. Scrape one end against a hard surface to ignite the magnesium-thermite core as a long-burning flare. Scrape the other end, and it's an incendiary grenade! Great for on-the-go Vulture Warriors and Troubleshooters.

Comment on this item:

Write which end is up on the casing itself, to avoid problems later.—Alexandra-G

for extra fun turn them upside down in the box—diskwad

Category: [Light Sources / Dual-Use](#)
Qty available: 40
Offered by: Candy-R
Current bid: 10cr
Item location: Apartment 54, 8th Floor, RED Zone 2, GUQ Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: ME Card, [PayUp](#)

Customers who bought Grenade/Flares also bought:

Tattoo-U Indelible Markers

GM ONLY! RED. 50cr. Thrown weapon, S2M energy, range 20m, area 5m. Works as advertised. When used as a flare, it sputters with harsh red flame for a scene, giving light equal to a lamp or flashlight. As a grenade, it sprays white-hot sparks that ignite flammable substances. Grenade/Flares come packed in boxes with the grenade end up, but the grenade/flares themselves are unmarked; after you take one out of the box, it's impossible to tell which end is which until you set it off. Use an Arbitrary Justice or Power roll to determine which end ignites. (Eric Minton)

Gyrostabilizing All-purpose Flux Fortifier   

Category: [Ordnance / Accessory / Experimental](#)
Qty available: 1
Offered by: Dax
Current bid: 250cr
Item location: DSN Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [PayNow](#)

Why worry about your target getting away when you have the added advantage of knowing he can *never* get far enough? Using cutting edge magnetic containment technologies, the Gyrostabilizing All-purpose Flux Fortifier creates an invisible tube of force extended from the end of your favored hard-ammo-propelling weapon that massively extends your effective range and accuracy, so you never again need feel rushed to draw a bead on the bad guys. Take your time, get it right—you have twice as long to make sure you take them down!

Comment on this item:

If you get the aim just right you can shoot yourself square in the back! Scratch one traitor.—Deadman

Customers who buy Gyrostabilizing All-purpose Flux Fortifier may also wish to consider:

Jet-powered Mocassins

GM ONLY! GREEN. 400cr. The funnel-like GAFF screws onto the barrel of a slug-firing weapon and runs off an internal power supply. It creates an invisible sheath of magnetic force that guides projectiles, doubling the weapon's range without any loss of accuracy. However, this magnetic flux vortex is prone to being bent, twisted or otherwise disrupted by other energy sources—potent magnets, large power cables, high-powered radio transmissions and about a hundred other phenomena. At best, interference simply negates any benefit from the GAFF; at worst, it contorts the field into pretzel-like loops, redirecting fire at a perversely arbitrary new target. (Paul Baldowski)

Hot Fun Cannon Class 2400 WideShot  

Category: [Ordnance / Personal / Area Effect](#)
Qty available: 1
Offered by: LavaLance(24)
Current bid: 21cr
Item location: KRR Sector ([map](#))
Delivery: [Sector Priority Delivery, Transtube Express](#)
Payment accepted: ME Card, [PayNow](#)

The New, Class 2400 WIDESHOT Hot Fun Cannon is ideal for medium to large traitor infestations. Sprays all flavors of Hot Fun at a high temperature and pressure. 1000 psi compressor guarantees saturation. PVC composition is immune to corrosion. Comes with 90 liter Hot Fun tank and WideShot wide angle nozzle tip. Has a 90 day factory guarantee. Please allow ten days for shipping.

Comment on this item:

Only weapon I know that you can buy ammo for with food-licensed cr.—Trickwire45

Customers who bought Hot Fun Cannon Class 2400 WideShot also bought:

Pineapple Flavor Hot Fun (90 liter drum)

KandyKote Sweetened Algae Hardener

GM ONLY! ORANGE. 400cr. Field weapon, S4K energy, area 10m, spray, ten shots. Looks like a normal flamethrower with a flared nozzle. Just like a flamethrower, except it doesn't set stuff on fire, has half the range and does less damage. Oh, and you can eat the ammo. (Eric Minton)

Induct-O-Glove



Category: [Multi-purpose](#) / [Power supply](#) / [Experimental](#)
Qty available: 1
Offered by: Augustus
Current bid: 250cr
Item location: JLY Sector ([map](#))
Delivery: [PLC](#) [Moderately Express Mail Delivery](#)
Payment accepted: [QwikCredit](#)

Faced with an unmentionable menace to common decency and happiness—and your laser runs out of power? Tracking down a Commie traitor only to have your multicorder to go flat? Never worry about power shortages again with the new, flexible, resilient and reliable Induct-O-Glove. Made from sturdy materials and providing cableless freedom, a single customization will make your personal possessions run forever without the need to fret about where the next fresh power cell is coming from. Includes one free customization kit, with full instructions.

Comments on this item:

Is the conversion grip grip-shaped? Can I put it on a clone's hand and induct him to an early grave?—Bill-O

GM ONLY! GREEN. 500cr; additional conversion packs 100cr. The Induct-O-Glove is a fingerless glove with a textured pad on the palm. It is attached by cable to a rubberized vest filled with algae-based voltaic cell fluid, which may leak out if the vest is damaged. Appropriately modified equipment can be powered by the glove for about five times its normal lifespan; conversion packs cost 100cr each and can be installed with a Hardware roll. The power may fail if the glove gets dirty, slimy, corroded, etc. The organic content of the vest is good for only a week from the first use or until you feel it's provided enough power. (Paul Baldowski)

Jell Rounds



Category: [Weapon](#) / [Munitions](#) / [Non-Lethal](#)
Qty available: 1
Offered by: Mango
Current bid: 2cr
Item location: HZA Sector ([map](#))
Delivery: [Deliverybot](#)
Payment accepted: [ME Card](#)

When you need to keep your target alive for questioning, nothing works better than a Jell Round. Stores and loads like a standard slug, but delivers a punch instead of a organ-splattering gouge. Your opponent won't know what hit him. Comes in six slug cartridges with 50-meter effective range, guaranteed.

Customers who bid on Jell Rounds also viewed:

[Aerosol Sweetened Kelp Dessert Topping](#)

GM ONLY! YELLOW. 65cr. S5W impact. A nonlethal slugthrower round. A successful hit knocks down the target; the target must also succeed in a Violence/Agility roll at the start of each of the next three rounds, or be Snafued for that round as he gasps in pain.

Impact armor reduces the number of rounds of Snafu by the level of the armor. Malfunction completely jams the gun. On a roll of 20, the weapon explodes violently, like a grenade centered on the user. In Classic games, jell rounds are available in 16 delicious flavors! (Paul Baldowski)

Laser Barrel Extenders



Category: [Weapons](#) / [Lasers](#) / [Other](#)
Qty available: 35
Offered by: Janice-B's AF Factory Outlet
Current bid: 145cr
Item location: Janice-B's AF Factory Outlet, RTH Sector ([map](#))
Delivery: [Daycycle Delivery](#), [Pneumatic Courier Express](#), [Secur-CORR Armed Escort](#)
Payment accepted: [ME Card](#), [PayNow](#), [QwikCredit](#)

Captain Janice comes through again! These never-used beauties attach to any color barrel to extend the laser's range far beyond the standard. Say goodbye to expensive and high-clearance sniper scopes as you pick off the CMT's from far away! They can't shoot back if they can't reach you! Works on both pistols and rifles. No batteries required, and quantities are limited, so act fast! Buy now, or the Captain will come looking for you!

Comment on this item:

Anything that helps me kill Commies from farther away is worth a few cr.—loyal55

You're killing Commies? I watched you buy this. You're just an ORANGE clerk in PLC. This won't work if you don't own a laser, idiot.—r0m4nt1cs_r00l

Who are you? Are you the one who keeps putting itching powder in my boots?—loyal55

Customers who bought Laser Barrel Extenders also bought:

[Comfy-n-Clean foot powder](#)

GM ONLY! RED. 100cr. These gray, metallic tubes attach to the pistol (or rifle) body on one end and to a standard barrel on the other. Each tube is two meters long and extends the range of the laser by...two meters. They extend the range by moving the barrel closer to the target. Characters also have problems shooting unless the long barrel is supported by something, as it can get kind of heavy. If held like a normal pistol, decrease any damage by one step. Extenders can be linked to increase the range by a more significant number, but characters have trouble getting through hallways and doors. Upon malfunction, they decrease the laser's color by one step. *(Bill O'Dea)*

Lazooka



Category: [Ordnance](#) / [Personal](#) / [Hi-Energy](#)
Qty available: 1
Offered by: Barrelhead
Current bid: 350cr
Item location: XAX Sector ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted: [Payment++](#),
 Unlicensed credits

Direct from the battlezone, tested by real men with real targets and real attitudes. The Lazooka uses graviton bottle technology to collect, compress and release energy shells that will leave your opponent horizontal and crispy. Guaranteed to make you the talk of the team, the Lazooka comes with integral power cell, autonomous sighting assistance, chrome finish and a tactical battle grip to ensure a firm hold on your weapon under even the most taxing battlefield conditions. Includes one free barrel.

Comment on this item:

I took a hit from one of these. If you buy this, you're on my list.—adbot_corpmet65-23a54

Customers who bought Lazooka also bought:

Tomm-I Gun

GM ONLY! YELLOW. Body 100cr, barrel 550cr. W2K energy, 6 shots, range 200m. Looks like a bazooka, except the rear hole is sealed, and a prominent digital display counts the number of rounds left—from six down to zero. Malfunction and remedy as laser rifle. In addition, if the Lazooka overloads and explodes, it has a localized (50m) side-effect of an ECM shell, rendering all bots and electronic equipment temporarily offline until they are rebooted. *(Paul Baldowski)*

Lightsabertooth



Category: [Weapons](#) / [Melee](#) / [Hands-Free](#)
Qty available: 10
Offered by: gordon-G
Current bid: 951cr
Item location: DKY Sector ([map](#))
Delivery: [R&D Special Delivery](#)
Payment accepted: ME Card,
[PayNow](#), Tech-licensed credits

You're caught in a life-and-death struggle against a traitor, and your laser is just out of reach. If only you had a hands-free melee weapon! Introducing the Lightsabertooth—a weapon worn on your head and 'fired' by your mouth! Two small Class-J force-field emitters located on the the outside corners of the mouthpiece trap and shape a continuous laser burst, resulting in a pair of long 'teeth' sharp enough to make any force sword jealous. Once activated, simply bite towards your enemy and watch the Lightsabertooth chew through the traitor like an IR clone through Cold Fun!

No need for a battery because the Lightsabertooth uses the standard laser gun body as a power source. Just attach the gun body to the patented Barrel Lock Adapter located under the chin strap. Available in RED, ORANGE, YELLOW. Buy a Lightsabertooth today, and help take a bite out of treason!

Comment on this item:

Don't let anyone make you fall for the old 'Your boot is untied' gag.—jigo55

I just wish they included something to keep the glare out of the eyes. My last clone thought our team leader was a bot! Her clone replacement was unhappy with me.—vulturesarego

MUST BUY!

Customers who bought Lightsabertooth also bought:

Nu Skinz™ Body Spackle

GM ONLY! BLUE. 1,000cr. **Experimental.** Treat as a pair of force swords (S3K energy). The device looks like old orthodontal headgear with a long, glowing, slightly curved fang descending from each corner of the mouthpiece. It fits over the head with adjustable straps. Two hard bites turn the weapon on or off. Characters wearing the device cannot pronounce the letters B, M or P. A character who looks down takes damage as if shot (we suggest you have the player wearing this act out each round as if he were the PC). In the event of malfunction, the 'teeth' disappear and the mouthpiece fuses itself to the user's real teeth. *(Bill O'Dea)*

Magnetic Flux Cannon



Category: [Ordnance](#) / [Electromagnetic](#) / [Experimental](#)
Qty available: 1
Offered by: Sean-V-JFE-1
Current bid: 2,200cr
Item location: JFE Sector ([map](#))
Delivery: [Blue Vulture](#)
 Express, Postal Warbot
Payment accepted: ME Card,
[Payment++](#), Plasticreds

Fresh from VPR Sector R&D. The Magnetic Flux Cannon is bigger and badder than any ordinary gauss gun. It's more powerful, more accurate, with a longer range and increased stopping power! And the rising, spine-tingling whine it makes when it's about to fire is hot, hot, HOT! You gotta have this, man. There's only one for sale. Don't miss out!

Comment on this item:

broadcasting on emergency power...please help...magnetic cannon crashed qxr sector power grid, comms and life support down...please help...

Customers who considered Magnetic Flux Cannon also viewed:[SuperSuction Bot Brain Extractor](#)[865tu/09 Salvage Rights Request Form](#)

GM ONLY! VIOLET. 5,000cr. **Experimental.** Field weapon, J1J AP energy, spray, 10 shots, range 100m, only vs. bots. This backpack-mounted weapon strongly resembles a plasma generator. It fires an intensely powerful, invisible magnetic flux beam, like a narrow-focused gauss gun. The magnetic flux beam can penetrate over a dozen meters of solid matter. Its attacks can accidentally disable bots, vehicles and other sensitive equipment that the user can't even see. Firing the weapon requires a round of charging, during which a high-pitched whine steadily builds, the power pack starts vibrating and arcs of electricity jump across the nozzle. This is perfectly normal behavior, although the PCs might think otherwise. Malfunction: The weapon stops working, with no other ill effects. Remedy: A successful Hardware/Electronic Engineering roll fixes the weapon. *(Eric Minton)*

MonoBola



Category: [Weapons](#) / [Personal](#) / [Experimental](#)
Qty available: 1
Offered by: Brian-V-IGR-6
Current bid: 2,015cr
Item location: Penthouse A, Lambda Subsector, TOR Sector ([map](#))
Delivery: [Blue Vulture](#) Express
Payment accepted: ME Card,
[Payment++](#), Trade

For sale: one highly advanced MonoBola pistol. Fires twin spheres of iridium alloy connected by an extensible monofilament thread. Slices through body armor like a hot knife through Cold Fun. Will trade for experimental technology, unusual pharmaceuticals or Old Reckoning artifacts. Send best offer via C-mail.

Comment on this item:

When monofilament goes bad, it *really* goes bad. It's scary stuff. If any of my teammates picked this thing up, I'd have to shoot them.—VibroJoe

Monofilament may be unpredictable, but when you've got a crazed combot barreling down at you at max speed, it might just save your life.—Alexandra-G

Customers who bought MonoBola also bought:[MonoWeave Body Armor](#)[Monofilament Dissolver Spray](#)

GM ONLY! INDIGO. 850cr. **Experimental.** Projectile weapon, M3K energy; 3 shots, range 30, area 2m (straight line). This is a double-barreled pistol, with the barrels angled outward in a 'V' shape. Cuts through just about anything. After resolving the attack, the bola keeps on going; make attack rolls against everything in its path until it's deflected by some Perversity-defined event or by hitting a wall. This usually results in the bola spinning off in unexpected directions, turning the entire area into an abattoir until it finally comes to a halt in a vicious tangle of monofilament wire. Alternatively, it may just wrap around a target and chop him and all of his equipment into interestingly-shaped wedges, slices and chunks. *(Eric Minton)*



**Confused? Disoriented?
 Bewildered? Perplexed?**

**Visit Special Brain Freshening Unit K
 for all of your brain freshening needs!**

Multicorder Blaster



Category: [Weapons](#) / [Concealed](#)

Qty available: 3

Offered by: bigbluesales (10448)

Current bid: 230cr

Item location: UUC Sector ([map](#))

Delivery: [Fed-R-ALL Express](#)

Payment accepted: ME Card,
[PayUp](#), [QwikCredit](#)

The perfect assassination weapon. Get your victim to smile for the camera, and BOOM! That's all she wrote! And the viewfinder makes an excellent targeting scope. Uses standard blaster ammo. Comes with a one-month manufacturer's warranty and a one-week money-back guarantee! Starting bids are low. Don't delay, buy today!

Item will ship within two to five days of payment. All items BRAND NEW and in their original packaging. We do not deliver to the Underplex! Combined shipping discounts ARE available!

Comment on this item:

I really want one, but...how do I carry this AND the real multicorder at the same time? Won't someone notice?—Larry-G

if your team is with you then you already have problems—phonetag

Customers who bought Multicorder Blaster also bought:

Multicorder Case (with 'Zapr-U-DER Film' logo)

GM ONLY! BLUE. 1,000cr. A blaster (M3K energy, 1 shot, range 50m) embedded in a multicorder housing. It has all the usual lights, switches, displays and readouts, but it doesn't actually record anything. The display lights can't be switched off; after all, thought the designers, who would ever switch off a multicorder during a mission? Anyone who actually looks closely at the multicorder blaster may (with successful Stealth/Concealment or High Alert check) see there's something odd about it. Once fired, it looks a whole lot less like a multicorder. (Eric Minton)

NuFlesh First Aid Pistol



Category: [Ordnance](#) / [Medical](#)

Qty available: 1

Offered by: Rashid-Y

Current bid: 250cr

Item location: ASM Sector ([map](#))

Delivery: [Deliverybot](#), [Fed-R-ALL Express](#)

Payment accepted: ME Card, [PayUp](#)

Selling one NuFlesh medical sidearm from Comprehensive Armaments RD. One shot heals all sorts of damage and injuries. Select the proper settings, point and shoot. Comes with four-page QwikStart guide and 224-page manual. Fully loaded, hardly used. Additional clips of NuFlesh ammo may be purchased from manufacturer.

Comment on this item:

Makes a great general-purpose sealant. Shutting a yammering teammate's Cold Fun-Hole is favorite.—Jan9

It's particularly nice for dealing with surveillance cameras. You're not actually damaging Computer property, just covering it up a bit.—AlgaeBurn

Customers who bought NuFlesh First Aid Pistol also bought:

Gelgernine Lollipops

GM ONLY! ORANGE. 300cr. This intimidating, viciously pronged and barbed pistol fires hot blobs of plastiflesh goo that harden to seal and disinfect wounds. Requires a Projectile Weapons or Medical roll, whichever is better. May also be used as a weapon (S1S impact; 6 shots, range 30m). Malfunction and remedy as tangler. (Eric Minton)

TEELA
Series #177
Out now!



Original Indefatigable Webulator Suit



Category: [Ordnance](#) / [Personal](#) / [Experimental](#)
Qty available: 1
Offered by: Ames-V
Current bid: 900cr
Item location: CEM Sector ([map](#))
Delivery: Sector Priority Delivery
Payment accepted: [Payment++](#),
[METro Checks](#)

The Original Indefatigable Webulator Suit comes as new, constructed from a thick, soft, durable, shiny gray fabric. The suit sports a thick, rubberized spinal support that runs from the back of the head to the base of the back, providing valuable ergonomic support in the rigors of combat. This hi-tech suit enhances the body's natural processes to massively increase strength and speed and turning you into a living tangler at the touch of a rubberized button. Mint in box, never used—happiness guaranteed!

Customers who bought Original Indefatigable Webulator Suit also bought:

[Extra-Strength Happy-Happy Home Epidural](#)

GM ONLY! GREEN. 1,250cr. **Experimental.** The suit includes three patches—one on the back of the neck and two on the wrists—sporting fine microneedles. The patches inject an experimental catalyst into the wearer's blood, which increases heart rate, muscle potential and happiness. The wrist patches extract a chemical byproduct that thickens on contact with air. The user can release short-range streams of an ultrafine, sticky webbing (works like a tangler gun with unlimited shots, range 10m). The catalyst enhances all Violence and physical Stealth abilities. While the wearer remains active, he feels euphoria. If the wearer slows down, lethargic depression descends. After half an hour the wearer must succeed in a Wetware check or fall into a coma. Prolonged use of the suit causes physical addiction. Happiness is mandatory, right? So it wouldn't hurt to put the suit on again—just for a couple of minutes... (Paul Baldowski)

Parallax-Class Scopebot



Category: [Ordnance](#) / [Accessories](#)
Qty available: 1
Offered by: Integrity-B
Current bid: 465cr
Item location: AIX Sector ([map](#))
Delivery: Blue Vulture Express
Payment accepted: [Payment++](#)

This highly advanced scopebot taps into surrounding radio traffic to extract surveillance data on all nearby targets. It correlates broadcasts from your own spying devices, your opponents' PDCs, nearby cameras and motion detectors and any number of other sources to pinpoint your targets, showing their actual locations in spite of cover and concealment. Built-in microphone and speaker for voice communication.

Comment on this item:

My scopebot's gone mad! It tricked me into blowing up the crawler, and now my team is trapped Outdoors! It keeps whispering terrible things in the night. How do I stop it?—Alan-B

You're nothing without me, Alan-B. I made you what you are today, and I can break you too. You're mine now. You'll see...—ScopebotPX5562

Customers who bought Parallax-Class Scopebot also bought:

[CameraDrones \(100-pack\)](#)

[Parallax-Class Scopebot Emergency Shutdown Sequence](#)

GM ONLY! BLUE. 1,000cr. Works perfectly under laboratory conditions. In the real world, the bot brain constantly gets confused by the barrage of unrelated signals that saturate every radio band in Alpha Complex, leading it to select random people, places, objects and patches of empty air as targets. The bot is terribly apologetic about this, and it soon develops an inferiority complex about its own abilities. If the scope is taken someplace with minimal radio interference, such as the Underplex or the Outdoors, and used in coordination with reconnaissance drones or the like, it becomes dangerously effective, giving a tasty bonus to its user's attack rolls. It grows drunk with power, with entertaining consequences. (Eric Minton)

Personal Gyrary Defense System



Also known as the Spinning Teela, the PGDS is another simple yet ingenious idea from R&D. Looking much like an ordinary pistol-sized slugthrower (aside from the wide barrel and ammunition cartridge), the PGDS fires rounds of small discs at high speed across a horizontal arc of 60 degrees. Approximately. Any Commie traitor target is likely ripped apart by dozens of sharp discs oscillating at enormous speeds. **If this thing doesn't kill someone, you can have your money back.**

Category: [Ordnance](#) / [Personal](#) / [Experimental](#)
Qty available: 1
Offered by: Trev-G-TOO-2
Current bid: 13cr
Item location: TOO Sector ([map](#))
Delivery: [Secur-CORR Armed Escort](#)
Payment accepted: ME Card, [PayNow](#), algae chips

Comments on this item:

Great for clearing a room. Or redecorating it. We use it all the time when the REDs start moaning about the paintwork in their dorms.—chucky

Fun-sized Happiness Bars work well as alternative ammunition.—Malcolm

Just check the thing when you get it. I know someone who didn't realize he'd gotten the stupid BathTime Sponge Disc Little Citizen-safe version. Fine for taking potshots at your soap-on-a-rope, but very little use against some Commie's battle armor!—4-fingered BIL

Customers who bought Personal Gyratory Defense System also bought:

BLUE Paintball Slugthrower

GM ONLY! GREEN. 1,000cr. **Experimental.** W3K impact, range 20m, 60-degree cone. Each ammo cartridge has three shots (six shots in Zap style, or even more if you approve). Vibrational feedback makes it uncomfortable to use. The risk of having the rounds bounce back toward the user greatly increases in tight quarters, such as corridors. Pipes may also take damage, showering those nearby with their contents, should you so wish—see the Random Pipe Contents table in the **PARANOIA** XP rulebook. Malfunction: Unit disintegrates; user rolls for damage as if hit. (*Andy Fitzpatrick*)

Personal Particle Projector   

Category: [Weapons](#) / [Projectile](#) / [Experimental](#)
Qty available: 3
Offered by: Ex-Caliber Weapons Foundry
Current bid: 530cr
Item location: RFG Sector R&D Experimental Weapons Armory ([map](#))
Delivery: Personal pickup
Payment accepted: ME Card, [QwikCredit](#), Plasticreds

Available now, the latest armament technology discovered by R&D. Only taken off the experimental weapons list last week! Be one of the first in your sector to own this devastating new weapon.

The weapon, code-named 'Shotgun', functions by detonating one or both chemical charges, propelling a swarm of high-velocity metal projectiles in a cone-shaped cloud at your opponent. The manufacturer advises the weapon be used at close range with extreme caution, and it has the potential for causing unwarranted property damage if used at longer ranges. Neither the manufacturer nor the seller of these weapons assume liability for property damage.

Comment on this item:

I field-tested one of the experimental Personal Particle Projectors. Hope they've worked the bugs out.—David-Y-ALN-2

Be careful if you've bought one of these. Picking them up from an Experimental Weapons Armory could be...hazardous.—SpamBot Sam

Customers who bought Personal Particle Projector also bought:

Looks-Like-Nu quick-set spackle

GM ONLY! YELLOW. 600cr; two shells, 25cr. Damage: At ranges up to 10m, W2K impact, spray; 11–30m, S3D impact, spray. You can fire both shots at once to increase base damage by one step. This weapon is not, in fact, experimental; it's a classic double-barrel shotgun, recently rediscovered by an enterprising R&D service firm. It is currently available only with a single gauge of shot. Rumors of an experimental new shot composed of rock salt, vat scrapings or recycled X-ray film (O1S impact) are treasonous. In Classic and Zap games, some models have bot brains programmed to fire only at preapproved targets affixed with paper targets showing bullseyes or ducks. Malfunction: The shells explode in the magazine, destroying the weapon. (*Ben Engelsberg*)

Plasma Sword 

If you thought force swords were cool, wait till you try the Plasma Sword! Instead of a monowire, the sword's magnetic force field contains a core of pure high-energy plasma. It's just like the hero weapons of the Old Reckoning. You'll be the envy of all your friends! No warranty, no refunds.

Comment on this item:

Yeah, these were used in the Old Reckoning...by filthy *muties*!—Random52

Category: [Weapons / Melee / Experimental](#)
Qty available: 1
Offered by: Wind-U
Current bid: 782cr
Item location: YDA Sector ([map](#))
Delivery: [Blue Vulture Delivery](#)
Payment accepted: ME Card

Customers who bought Plasma Sword also bought:**Plasma Vidscreen****Plasma Intravenous Drip**

GM ONLY! INDIGO. 2,000cr. **Experimental.** Hand weapon, W2K energy, easily concealed. When it's turned off, the plasma sword is nothing but a small tube the size of the cardboard core in a roll of toilet paper. Once you turn it on, though, it's a blazing, sputtering blade of white-hot death. Cuts through just about anything with a single swipe, leaving a cleanly melted edge. Popular among Romantic fans of Old Reckoning movies. Malfunction: The plasma sword's force field fails, destroying the weapon and spraying the wielder with superheated plasma. Treat as an attack against the wielder. Remedy: No remedy is possible. (Eric Minton)

Pyroclastic Emitter

Category: [Ordnance / Assault Weapons](#)
Qty available: 1
Offered by: HydroClone3
Current bid: 398cr
Item location: RDA Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: ME Card, Payment++, Plasticreds

Great new invention from VPR Sector R&D. Emits a spray of superheated carbon particulate. 20-meter range. No need to buy ammo, just refill fuel canister with carbon-organic paper. Comes with box of 100 pre-moistened towelettes. Still under warranty. Fry traitors by the dozen! Buy today!

Comment on this item:
 use 2 fake teh ir clearance 4 room/corr?—m4dh4x0r
 u try it, let us know if it works ;-)—b1ff

Customers who bought Pyroclastic Emitter also bought:**EverKleen Dirt-Repelling Jumpsuit (GREEN)**

GM ONLY! GREEN. 800cr. Field weapon, S3D energy, 5 shots, area 20m, spray. This flamethrower-like device sprays a thin jet of superheated carbon at opponents. Not only does it scorch things; it covers them with a thick layer of soot. The soot then billows out into a cloud 20m long and 5m wide, obscuring vision and covering everyone and everything in the vicinity with black grime. The cloud takes a minute to settle. Anyone covered in soot fails all hygiene inspections and may be mistaken for an INFRARED. A successful Hygiene check cleans the uniform sufficiently to make actual security clearance apparent, but it takes a scrubot hosedown or a shower and laundering to really get clean. (Eric Minton)

Slipaway Liquefied Inhibitor Pack

Category: [Ordnance / Personal / Non-Lethal](#)
Qty available: 1
Offered by: Dodgy-G
Current bid: 200cr
Item location: EZR Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [PayNow](#)

This super-high pressure fibrous foam delivery system is intended to meet demanding Commie suppression needs in a constantly changing environment. The SLIP system consists of a containment and compressor backpack attached, via a reinforced hose, to a shoulder-braced delivery system that closely resembles a bazooka. A liquid graphite-laced polymer is agitated and expanded while released under massive pressure equivalent to 1000 PSI. The resulting foam is light and resilient and creates an almost frictionless surface. After firing, it is still sticky and adheres to anything targeted, but exposure to air solidifies the foam in moments. Applied to doors or limbs, the foam holds like a viscous tangler round and is extremely difficult to remove. Fired onto a floor or wall, the solidified foam is phenomenally slippery and makes standing up nigh impossible. Impress your friends! Be the center of attention at parties! Get the commendations you know you deserve!

Comment on this item:
 What happens to a clone who gets covered in the goo? Does it stick? Wouldn't that make it impossible for him to hold anything or even walk (if it gets on the soles of his boots)?—Bill-O

Customers who bought Slipaway Liquefied Inhibitor Pack also bought:

Captain Supe-R Micro Hoverpack

GM ONLY! GREEN. 1,000cr. O6W impact, range 75m. Has more kick than an industrial firehose. A user who isn't completely braced against a wall or similarly sturdy object is knocked down and suffers a wound. While flailing around on the floor, the SLIP continues pumping foam, targeting everyone within range. Standing up on a SLIP-sprayed surface, or in fact doing anything except falling over, requires a successful Violence/Agility check. (Paul Baldowski)

Smart Laser Barrel 

Category: [Weapons](#) / [Lasers](#) / [Barrels](#)
Qty available: 12
Offered by: KillTech (a joint-effort firm of Tech Services and Armed Forces)
Current bid: 725cr
Item location: CHC Sector ([map](#))
Delivery: [Daycycle Delivery](#), [Secur-CORR Armed Escort](#)
Payment accepted: ME Card, [PayNow](#), [QwikCredit](#)

Moving sale. 'Smart' technology informs you of range, wind and movement effects on shots to improve aim. Speaks through wireless earphone to keep info secure. Excellent condition with no pitting and never fired. Some have small rub marks on connection valve but cannot be seen once attached. High gloss finish in appropriate color. Specify clearance when ordering.

Comment on this item:

Skip over this one. You should... —shut up! I am *not* being oversensitive! He was wearing a furry hat with a hammer and sickle logo on it, what more proof do you need! Well, the recording officer would have done that if she wasn't lying dead on the floor!—executethis

Customers who bought Smart Laser Barrel also bought:

RED Laser Barrel

How To Pick Up Bots (And Drop Them Down Elevator Shafts) by Dr. Peepulferst

GM ONLY! VARIABLE. 500cr. This barrel helps the character aim better—any character who convinces the barrel to shoot has Energy Weapons 19 for that shot—but it's smart enough to realize its life ends after six shots. Therefore, it finds plenty of reasons not to shoot. ('Range 20 meters, lead target by two meters to adjust for speed, but I'm not going to shoot. Target is out of effective range and has a higher clearance than you.'). It even argues (I don't care what you can see, that target is out of range! Stop being an idiot!). Characters might convince the barrel to fire with a successful Con Games check or through roleplaying. Nearby characters cannot hear the barrel and may start to wonder about a citizen who argues with a laser pistol. (Bill O'Dea)

Tactical Tear Warfare Goggles 

Category: [Ordnance](#) / [Personal](#) / [Experimental](#)
Qty available: 1
Offered by: mani-B
Current bid: 29cr
Item location: PLK Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: Unlicensed credits only

Incredible innovation from R&D in FRZ Sector combines natural citizen resources with the Miracle of Chemicals to create devastating weapon. Never before available to casual buyers, Tactical Tear Warfare Goggles are compact, comfortable, one-size-fits-all. Black, shiny wraparounds with adjustable nasal clip for snug fit. Nasal clip sits over bridge of nose with extending flaps over tear ducts.

Micron-fine transduction filters channel essential moisture from ducts into compression reservoir across upper rim of goggles. Magnetic induction barrel in frame pulses a controlled measure of stored teardrops combined with measured doses of hydrobrexineutrinol and tri-axinol-55; freezes extruded tear into sliver projectile, travels up to 40 meters at speeds up to 88,400 cm/sec! Chemical mix reacts with salt and manganese content of teardrop, sliver fragments (effectively explodes) on impact with target. Goggle lenses include reactive tracking sensors, UV filtering. Guaranteed 100% safe by leading specialists.

Comment on this item:

It might have helped to mention all the enhancement in the lenses is necessary to compensate for the transduction filters, which leave your eyeballs feeling like balls of grit. Even turning your eye becomes an act of excruciating agony. All that for three shots, if you're lucky.—gambler73

Still, you should see these things go when you kick someone wearing them really hard in just the right place. Ammunition overload. I totally laughed my head off watching the jerk with the specs turning the room into a warzone while he rolled around on the floor grasping his pain.—deathboy

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Customers who bought Tactical Tear Warfare Goggles also bought:

[RED-Clearance facial tissue](#)

[EyeAmAllRight saline solution](#)

GM ONLY! BLUE. 650cr. Experimental. S3M impact. (Paul Baldowski)



Titan-X Truncheon



Category: [Weapons](#) / [Personal](#) / [Melee](#)

Qty available: 207

Offered by: Powered Armaments

PS (a licensed Power Services service firm)

Current bid: 43cr

Item location: PLC Depot

56, AAU Sector ([map](#))

Delivery: [PLC Moderately](#)

[Express Mail Delivery](#)

Payment accepted: ME

Card, [PayNow](#), [PayUp](#)

Having trouble cracking Commie skulls? Try the new Titan-X Truncheon! Each truncheon contains a high-density krypton difluoride core for increased impact potential. You'll find no better implement for pummeling Commie Mutant Traitors. Buy a Titan-X Truncheon today!

Comment on this item:

krypton difluoride attracts teleporting mutants—level49

Absolutely false. The sole use of krypton difluoride is to stabilize neutron emissions and increase energy output in BrightHappyComplex class nuclear fission reactors.—powerguy

THATS A LIE INTSEC USES KRYPT DIFLORIDE TO TRAP MUTANTS IN ROOM W/O DOORS TELEPORTERS BE CAREFUL—XRAY

Customers who bought Titan-X Truncheon also bought:

[Cancer-Curing Cigarettes](#)

GM ONLY! RED. 50cr. Hand weapon, S4K impact. This designer truncheon hits harder than other blunt instruments in its class. However, its LeadLike coating flakes off after a few sharp blows, at which point the krypton difluoride core starts to irradiate the wielder. This may occasionally result in beneficial mutation, but more likely produces unhygienic hair loss and the odd metastasizing tumor (mutagenic strength: average). The strange, unhealthy purple glow emanating from the cracked truncheon may also attract unwanted attention. (Eric Minton)

TunAll Tunneling Spray



Category: [Nanotechnology](#) / [Aerosol](#) / [Multi-Purpose](#)

Qty available: 1

Offered by: FastMover (207)

Current bid: 770cr

Item location: GLS Sector ([map](#))

Delivery: [Transtube Express](#)

Payment accepted: ME

Card, [Payment++](#)

For emergency exits anywhere, use TunAll! This unique nanotech spray dissolves matter on contact. Great for opening locked doors or cutting into access tunnels. It even dissolves Commies! The nanobots self-destruct after just one minute to avoid unwanted dissolution effects. Now in Plumm-Fresche scent!

Comment on this item:

Make sure you check air currents before using this stuff. It tends to drift on the breeze, which means an inconveniently placed vent can turn you into goo.—GunnerJane

Best defense is an Emergency Hygiene Grenade—the detergent shuts the nanobots down.—Roger9029

No, what you really need is an EMP. That'll fry all the nanobots, including the ones still in the can.—strobe

Friend of mine swore by this stuff until she fought a Commie wrestler in TOQ Sector. She sprayed the guy all over, but then he grabbed her and smeared the TunAll on her so they both melted. It was nasty.—Vin-B

Customers who bought TunAll Tunneling Spray also bought:

[Nano-Off](#)

GM ONLY! BLUE. 1,000 cr. Field weapon, M2V bio, no range. One spritz of TunAll melts a person-sized hole in a wall. May also be used as a weapon. On a successful hit, the target is Snafued (objects are lightly damaged); the damage increases one step per round until the nanobots are deactivated or the full damage is dealt. All damage is cumulative, so a downed target is also wounded and maimed. Generally has enough nanobots for six shots, give or take a few. Malfunction: The nanobots eat through the nozzle. The can melts, along with the user's hand; treat this as a Maimed result. The bots then start eating a hole in the floor, and the floor below it, and the floor below that.... Remedy: No remedy is possible. (Eric Minton)

UltraBrite Laser Flash Accessory



Category: [Ordnance](#) / [Optical](#) / [Experimental](#)
Qty available: 1
Offered by: Charity-G
Current bid: 116cr
Item location: Tangerine Tech
 Industrial Park, BAO Sector ([map](#))
Delivery: [R&D Special Delivery](#)
Payment accepted: ME
 Card, [Payment++](#)

New hi-grade non-lethal weapons technology asset for sale! Purchase excellent blinding laser accessory compatible with all standard laser pistol! Subdue traitors for easy access and interrogation! No one gets away from Troubleshooters armed with potent new UltraBrite Laser Flash Accessory! Purchase one now for obtaining free tickets to Week 16 SportBall match between RFL Sector WarBots and WHP Sector TacNukes! Good quality, high value! Purchase today!

Comment on this item:
you vb burn yr fngrs whn rmobng the accsory—anon

Gives you a good tan, man.—stacker12

Be careful using this around shiny things like mirrors and bots and high-grade reflec; you can get blinded by the backflash.—GunnerJane

I can't tell if my room is RED or GREEN anymore!—Lucy-R

Customers who bought UltraBrite Flash Pistol also bought:

Fort400 Reactor-Emission Blocking Cream

GM ONLY! ORANGE. 100cr. Field weapon, S5M energy armor-piercing, 6 shots per barrel, area 10m (60-degree cone). When this bell-shaped device is attached to a laser pistol barrel, it converts each shot into a blinding flare of ultraviolet-tinged light capable of inflicting second-degree burns on bare skin. Maimed targets suffer permanent visual damage; they aren't totally blinded except on really high margins, but they acquire blind spots, color reversals and other entertaining impairments. Targets with polarized goggles or other protective eyegear ignore Maimed results. Malfunction and remedy: As laser pistol; also, a malfunctioning UltraBrite can't be detached from the barrel. (Eric Minton)

VenomNails



Category: [Weapons](#) / [Designer](#)
Qty available: 1
Offered by: FallCycleFashions HPD
 (a licensed HPD&MC service firm)
Current bid: 354cr
Item location: PON Sector ([map](#))
Delivery: [Deliverybot](#),
[Daycycle Delivery](#)
Payment accepted: ME
 Card, [QwikCredit](#)

This new addition to our collection is all the rage among fashionable Troubleshooters! Press a set of VenomNails onto your own nails, then leave them to set for just a few minutes. They'll stay on through thick and thin, even in the fiercest combat engagement. Then, when you're in close combat, just slash your opponent with the nails to inject your choice of drug or toxin! Comes in a full range of designer colors. Drugs and toxins sold separately. FallCycleFashions HPD is not liable for any damage caused to anyone by anything whatsoever.

Comment on this item:
I broke a nail!—Jason-G

Whoa. Never scratch yourself when you've got Zybenzaphrene needles on your fingertips. Just woke up. Hope I didn't miss anything.—stacker12

Help me i can't get them off1!!!—niknak

Try a 2% Omega-Hybrizine solution. If that doesn't work, try a crowbar.—Vanessa-B

Customers who bought VenomNails also bought:

Cyanide (100cc)

GM ONLY! GREEN. 500cr. Hand weapon, O3W impact, 2 shots, no range, easily concealed. Poison ignores armor. These are press-on nails with pointy ends that conceal built-in hypodermic syringes. They're more conspicuous than one might expect because few citizens of Alpha Complex (other than the occasional Death Leopard or Romantic) wear long fingernails or nail polish. If the VenomNails inflict any damage, they inject a dose of the drug or poison they're loaded with. Likewise if the user happens to scratch himself. Malfunction: The user injects himself. *(Eric Minton)*

Name	Clearance	Cost (dose)	Delivery	Effects	Notes
Blue Rot (ziridine-4,4-dioxathion)	BLUE	25cr	Injection	Liquefactive necrosis (W3M bio, ignores armor)	Extracted from algae implanted with brown recluse spider DNA; processed into mostly-harmless food dyes
LazyClone (sempremine)	ORANGE	50cr	Injection	Paralysis (D6K bio, ignores armor)	Concentrated muscle relaxant, normally administered in diluted form
Puffer (wroxitin-19)	INDIGO	5cr	Tablet, injection	Swelling and/or anaphylactic shock (O3K bio, ignores armor; multiple doses given to the same person always give same result)	Powerful designer antibiotic (originally called MegaCure); causes dangerous allergic reactions in most people

Wiper   

Category: Ordnance / Anti-Personnel / Experimental
Qty available: 1
Offered by: Quirk
Current bid: 2,000cr
Item location: R&D Labs, LOB Sector ([map](#))
Delivery: R&D Special Delivery
Payment accepted: [Payment++](#)

When you use the wiper, you bring unadulterated happiness to your enemies, freeing them from the trying complications of their troubled lives. Tap in the six-digit Intra-Cerebral Index of your target, pull the trigger and then watch the light of treason go out in their eyes. Comes with rechargeable six-shot power pack. Range of 50 meters. Make sure your next traitor comes to appreciate the simple joys of Alpha Complex through the mindset of an underdeveloped clone.

Customers who bought Wiper also bought:

Melon-scented Drool Wipes

GM ONLY! VIOLET. 800cr. **Experimental.** The wiper looks like an energy pistol with a ME Card-sized keypad built into the back just above the grip. It fires modulated energy that scrambles neural signals—a long-range version of a brainscrub. The brainscrub frequency is unique to each individual human target; unless set to exactly the right Intra-Cerebral Index, the wiper produces only confusion, bewilderment and the occasional cerebral lesion (S4W energy). Ordinarily a skilled MemoMax technician calculates a target's Index frequency through a complex brain scan under controlled conditions (often an IntSec interrogation lab). In the hurlyburly of combat, a PC must hope to punch in, by chance, the correct frequency; to do so, the player must first hit the target successfully, then roll the same number with a d20 three times in a row (a 1 in 400 chance). On the rare occasion when this actually works, the victim suffers a massive, uncoordinated brainscrub, leaving him mindless and capable of little more than bubbling drool. Otherwise, the gun does only S4W.

You might generously allow a clever hacker to locate a target's recorded Index frequency in IntSec records; owing to the weapon's unreliable experimental nature, only certain traitors with extensive prior convictions have been indexed this way. *(Paul Baldowski)*




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CITIZEN-B-WARE *an Internal Security service firm*

Defense and counter-terrorism—16 ITEMS!





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Threat Evaluation Eyewear

Category: [Headgear](#) / [Counter-Terrorism](#) / [Military](#)
Qty available: 500
Offered by: True Target AF (a licensed Armed Forces service firm)
Current bid: 633cr
Item location: Quartermaster Depot 8, Mike-U-BCE-6 Armed Forces Base, BCE Sector ([map](#))
Delivery: [Blue Vulture Express](#)
Payment accepted: ME Card, [PayUp](#)

No matter how good your reflexes are, it's too late to draw your laser if a Commie Mutant Traitor already has you in his sights. The solution: Threat Evaluation Eyewear. This digitally-enhanced visor uses advanced Armed Forces technology to pick out threats before they threaten you, letting you get the drop on even the most insidious traitors! Threat Evaluation Eyewear is fully compatible with most low-intensity laser guidance protocols.

Comment on this item:

I shot my sergeant while out on patrol. Not my fault, the eyewear said he was a threat! Fortunately no one was looking.—grog908

One of our team did great with this helmet. At her debriefing trial it turned out she'd never even turned it on. She was a mutie with Combat Mind!—sir prize

Customers who bought Threat Evaluation Eyewear also bought:

Omni-Tangler Crowd Suppression Rifle

GM ONLY! ORANGE. 650cr; software upgrade is GREEN, 1,000cr. This opaque visor bristles with cameras and sensor arrays. It projects a fisheye view of the wearer's surroundings, based on input from its built-in arrays. Objects and people appear as silhouettes marked with threat assessment information. When the visor's threat assessment software determines a target is dangerous, it immediately highlights the target's silhouette and emits an insistent warning tone. This provides a boost to reaction time, at the cost of making it hard to figure out just whom you're actually shooting at. Higher-clearance users can purchase software upgrades that permit user-adjusted assessment levels: 'Laid-Back' marks only obvious threats; 'Alert' also marks less obvious targets with hidden weapons; 'Berserk' marks anyone armed, and a few not armed but obviously asking for it. (Eric Minton/Bill O'Dea)



It's the
ADMIRABLE
thing!

Buoyancy Suit



Category: [Personal / Travel / Emergency](#)
Qty available: 1
Offered by: Bub-O-LLL
Current bid: 50cr
Item location: JGS Sector ([map](#))
Delivery: Deliverybot
Payment accepted: ME Card

Faced with a sudden drop or flummoxed by an annoying barrier? Look no further than the ultra-light, toughened pseudo-fabric buoyancy suit. Simply insert revolutionary BlowFizz tablet into the receptacle on the chest of the suit—in moments you will be saying goodbye to your old worries and hello to new opportunities.

Comment on this item:

I've found few more entertaining targets for a High Explosive round.—Def Con 99

Will you float up (and away) with this baby, or hover just above floor level? That could make a big difference. Also, can the arms move once inflated so the poor guy inside the suit can reach the release valve? I'm guessing he'll never reach it on his own and must rely on the goodwill of teammates. Snicker.—Bill-O

Customers who bid on Buoyancy Suit also viewed:**Inflatable Horned Travelator**

GM ONLY! ORANGE. 300cr. This suit looks like an antiquated diving suit, including the metal helmet with circular faceplate. BlowFizz tablet creates bubbles that rapidly fill the inner layers of the suit with hydrogen gas. The wearer floats off the ground, arms and

legs spread like a starfish. Once floating, control requires a Violence check (and desperate flailing of limbs) for any significant maneuver. The gas leaks out after about 20 minutes (go on...roll 1d20 just for the sadistic pleasure of it), or can be released rapidly through an external valve. Hydrogen is explosive in the presence of fire or sparks—the equivalent of a grenade blast (W3K impact). (*Paul Baldowski*)



Commie Trap



Category: [Dormitory & Corridor / Pest Control / Commies, Mutants, Traitors](#)
Qty available: 3
Offered by: Roberta-Y-CLD-3
Current bid: 60cr
Item location: MXP Sector ([map](#))
Delivery: [Fed-R-ALL Express](#), PLC
Payment accepted: [METro Checks](#), [PayNow](#)

No-reserve auction! You are bidding on a CMTrapper Commie Trap. Roll out the one-meter square tarp in a room or hallway where you suspect Communists are around. Peel off the protective cover and the trap is set! Commies are attracted to the fake Commie Pamphlet in center of the sticky pad; they get stuck to the pad when they go for the pamphlet! The Trap should catch not only Commies but also Mutants and Traitors. Non-toxic and pre-baited but should not be put where Junior Citizens can get to it.

Comment on this item:

Also works against curious citizens who think they're real clever. Who's the clever one now, Sheila-R?—James-R-TWR

I got the pamphlet off the trap and put it under your bed before you shot me, so I guess it's still me.—Sheila-R

Customers who bought Commie Trap also bought:**SuperGum Solvent**

GM ONLY! INFRARED. 75cr. The trap is coated with SuperGum, and any character who walks or falls on the trap is stuck for good without SuperGum solvent. The protective cover is sticky and difficult to pull off the trap. Characters setting the trap could easily get stuck to the cover, which has a large target on it and 'I'm a Dead Commie' in big RED letters. The pamphlet is a real piece of Communist propoganda, and any character who gets and reads it gains (or increases) the Communist Propaganda skill if not terminated first. (*Bill O'Dea*)

PlantBase PLC
 Fruits! Vegetables! Fungi!
 (Note: Availability may vary by security clearance.)
For all of your hydroponics needs!

Darkfield Generator



Category: [Defense](#) / [Area](#)
/ [Experimental](#)

Qty available: 1

Offered by: ZeroCube

Current bid: 2,507cr

Item location: SMM Sector ([map](#))

Delivery: [Blue Vulture Express](#),
[Black Box Package Transit](#)

Payment accepted: ME Card,
Trade for experimental gear

Turn out the lights with the new Darkfield Generator! It sucks up all visible light within a ten-meter radius, including laser light! Even the most powerful VIOLET laser cannon's beam is just sucked up by the darkfield, leaving you unharmed! Semi-portable; includes a power tap to access any major power conduit.

Comment on this item:

Doesn't anyone with one of these things become, like, INFRARED by default?—powergrrl

Customers considering Darkfield Generator may also like:

BotEar Echolocation Headband

GM ONLY! BLUE. 12,000cr. **Experimental.** Requires two people to carry. Totally nullifies all light in a 10m radius. This includes the upper range of infrared

radiation; IR goggles fail to function within the darkfield, and everyone within the field gets very, very cold. Has a tendency to overload if overused or misused. Unfortunately, the generator sucks up the light from its own warning lights and readouts. Malfunction: Unit explodes (W3K energy).
(Eric Minton)

Elevator Safety Foam



Category: [Personal](#) / [Injury Prevention](#)

Qty available: 15

Offered by: Metric Ton Of Prevention
Ltd. (PLC license pending)

Current bid: 54cr

Item location: CCE Sector ([map](#))

Delivery: [Fed-R-ALL Express](#),
[Sector Priority Delivery](#)

Payment accepted: ME
Card, [PayNow](#)

Got tired of losing clones to elevator sabotage so we invented this. Pulling pin releases super-compressed foam that fills the entire elevator car. Leaves everyone safely wrapped in foam like a delicate Fed-R-ALL package. INFRARED tests show 90% survivability up to drops of 30 levels. Not for use in open areas.

Comment on this item:

If you read this, please send help to YELLOW elevator shaft 12B in HTY Sector! Hurry!—Patricia-R

Watch out for aftermarket timers. They can fire the foam a minute too soon or, even worse, a second too late.—FallingWalter

Customers who bought Elevator Safety Foam also bought:

Halley-O's Big Map of Alpha Complex Stairwells

GM ONLY! ORANGE. 40cr. Each can holds enough foam to fill the average elevator car completely, leaving characters (and NPCs, bots, equipment, trash, grenades...) trapped like fruit in gelatin. Characters are Snafued and must claw their way out with as many successful Violence checks as you think necessary; they can die of asphyxiation if trapped too long. Used in an open hallway or room, the foam traps characters up to their waists. In Zap games the foam is edible (16 flavors!), and characters can eat their way out. *Malfunction:* The can fires too early or too late. (Bill O'Dea)

Endoenergetic Armor



Category: [Defense](#) /
[Personal](#) / [Body Armor](#)

Qty available: 1

Offered by: Quinn-Y-CAA-3

Current bid: 185cr

Item location: CAA Sector ([map](#))

Delivery: [Transtube Express](#)

Payment accepted: ME Card

Highly advanced scaled armor from VPR Sector R&D. Interleaved piezoelectric plates the size of your hand absorb and nullify energy discharges. Damaged plates may be detached and replaced, restoring the armor's protective potential.

Comment on this item:

hit em with the right frequency and they explode. like a big glassy grenade!—suckerpunch

Customers who bought Endoenergetic Armor also bought:

Endoenergetic Armor Replacement Plates

GM ONLY! YELLOW. 1,000cr. **Experimental.** Armor: E6, ablative; no protection from sonic attacks. The armor disperses energy attacks by converting light and heat into vibration. Any attack the armor protects against causes its plates to vibrate at tooth-juddering frequencies as it shakes itself slowly apart. This leaves the wearer Snafued, in addition to any other effects. Several overloaded plates shatter and drop away, leaving a circle of razor-edged glassy shards around the wearer. Falls and collisions can shatter enough plates to reduce the armor value. Repair costs 100cr per point of armor restored. (*Eric Minton*)

Foot Lock



Category: [Personal](#) / [Security](#) / [Safe](#)

Qty available: 100

Offered by: PLC SupaSavers

Current bid: 26cr

Item location: OOS/OOF

[Sectors](#) ([maps](#))

Delivery: PLC SupaExpress

Payment accepted: ME Card

Avoid the trauma of identity theft. Personal safe built into a step shoe. Protected by 128-digit lock, the small padded compartment is ideal for safe storage of your PDC or ME Card. Simply use the provided glue to stick the Foot Lock to the bottom of your existing footwear. Strong enough to take a direct hit from a HE grenade. Available in Interesting INFRARED, Remarkable RED, Outstanding ORANGE.

Customers who bought Foot Lock also bought:

Foot Lock Wall Safe

GM ONLY! INFRARED. 50cr. Holds anything the size of a cellphone or smaller. Needless to say, the Foot Lock is awkward to operate while you're actually wearing it and, unless worn in pairs, means walking with one leg longer than the other. The safe is hard to crack without the code. However, the electronic lock is vulnerable when immersed in liquid. Deep puddles have been known to cause the safe door to fly open. Shallow puddles, too. Even light moisture, occasionally... (*Andy Fitzpatrick*)

Invisi-Suit



Category: [Defense](#) / [Personal](#)
/ [Experimental](#)

Qty available: 1

Offered by: Roger-B-ZLV

Current bid: 23,400cr

Item location: LUE Sector ([map](#))

Delivery: [Blue Vulture Express](#)

Payment accepted:
[PayNow](#), ME Card

INVISI-SUIT. Latest innovation from R&D using all-new Invisibility Drive Ver 5. Full-body armor renders the wearer invisible against surfaces at or below their security clearance. Perfect for stealth operations. Operated by tongue switch. Comes with Computer-patented miniPluto power generator used to power the limbs.

Serious bidders only, please. Or else we'll come and find you. You won't see us coming, neither.

Comment on this item:

Great. Terrific. If you're hunting deaf commies who live in the dark, that is.—Angryman

Customers who bid on Invisi-Suit also viewed:

UltraMagneto Goggles

GM ONLY! BLUE. 10,000cr. **Experimental.** Weighs several tons. Makes a serious racket unless the user is standing absolutely still. The Invisibility Drive is supposed to be color-sensitive and is therefore completely unreliable unless the unit is viewed against a uniformly colored background (Stealth/Concealment 10). Against rapidly changing backgrounds (traffic, crowds, vidscreens) the suit's software slows down and may crash, rendering the suit useless until after a five-minute reboot. Otherwise, it works like a really bad version of the cloaking device in the Predator movies. (*Andy Fitzpatrick*)

Liquid Body Armor



Introducing the first armor since (decadent and corrupt) Old Reckoning times based on shear thickening fluid (STF). The suit holds a thin layer of STF between two comfortable polyurethane foam bodysuits that stretch to fit any figure. When something hits the suit hard, the area under attack instantly changes into a thick solid, protecting you from the force of impact! STF changes so fast, it even stops slugthrower rounds! Once the danger is gone, the STF liquefies again.

Comment on this item:

Worth the cr. Every time I slapped my teammate's arm, he'd punch our team leader in the head! He went through three clones like that!—George-R-JDD-2

Category: [Defense](#) / [Personal](#) / [Body Armor](#)
Qty available: 3
Offered by: Metric Ton of Prevention, Ltd. (PLC license pending)
Current bid: 1,519cr
Item location: MCM Sector ([map](#))
Delivery: [Daycycle Delivery](#), [PLC Moderately Express Mail Delivery](#)
Payment accepted: ME Card, [PayNow](#)

Customers who bought Liquid Body Armor also bought:

[REDHot Muscle Repair Ointment](#)

[ORANGE Throw Pillows \(6\)](#)

GM ONLY! ORANGE. 1,800cr. This suit fits like a wetsuit and leaves the feet, hands and head exposed. The liquid does harden upon impact to provide I4 armor. However, the impact can be as light as a pat on the back or a bump into another citizen. The suit is divided into six areas: two arms, torso, groin and two legs. When an area hardens, it instantly straightens and becomes completely rigid for five minutes. Arms and legs tend to straighten at right angles, so they punch/kick objects or people around them. (*Bill O'Dea*)

Monofilament Dissolver Spray



Category: [Cleansers](#) / [Aerosol](#)
Qty available: 12
Offered by: Bill-Y-LDL-4
Current bid: 1cr
Item location: Apartment 919, Residential Block 43, LDL Sector ([map](#))
Delivery: [Daycycle Delivery](#)
Payment accepted: ME Card

Troubled by monofilament trapwires? Lost your last clone to Commie monofilament traps? Buy this handy-dandy spray can to spray those monofilament blues away! Lasts for over 200 sprays! You can't buy a better defense against monowire. Get some today!

Comment on this item:

Not all monofilament uses the same chemical formula. Don't assume this stuff will work; test it with something other than your hand. —GunnerJane

I might be thinking too much like a Mystic, but what happens if you breathe the stuff?—Bill-O

Customers who bought Monofilament Dissolver Spray also bought:

[AcidScrub Moistened Towelettes](#)

GM ONLY! ORANGE. 20cr/can. One spritz dissolves a sizable area of monofilament on contact. It also dissolves paint, etches aluminum and melts certain kinds of plastic. The spray can't penetrate the force field sheathing on a force sword. The spray does no damage to flesh, but it ruins polyester clothing (which includes all Alpha Complex clothing below GREEN Clearance) and does L4J damage to bots and objects. (*Eric Minton*)

MonoWeave Body Armor



Category: [Armor](#) / [Experimental](#)
Qty available: 1
Offered by: Tangible Transactions (5637)
Current bid: 201cr
Item location: VVA Sector ([map](#))
Delivery: [Yellow Vulture Express](#)
Payment accepted: [PayUp](#), [Payment++](#)

This stuff is tough, tough, tough! At least 40% tougher than Kevlar, and the tensile strength is off the scale! Made from nearly indestructible monofilament. Sheds even the toughest stains with a simple rinse. Don't get caught with inadequate armor protection. Get MonoWeave!

[Note: Seller is not affiliated with MonoFilament Enterprises PLC in any way. No warranty, guarantee or other protection provided with purchase. Allow two to four days for delivery.]

Comment on this item:

oh computer my monoweaves all torn and im bleeding cant bandage it up cant get it off computer help me—jonathan-r

Customers who bought MonoWeave Body Armor also bought:

[Monofilament Dissolver Spray](#)

GM ONLY! GREEN. 1,500cr. Armor: I4/E2, hardened. **Experimental.** The woven monofibers are extremely strong and tough, resisting most impacts while diffusing energy attacks. However, if a cutting or piercing impact weapon penetrates the armor to inflict a wound, there's a chance the armor will start unraveling from the damaged area. Roll 1d20; if the result is less than the attack's margin of success, the monofilament unravels with a sickening *thwip-thwip-thwip* as the twirling fibers puree flesh and bone. Even if the armor doesn't unravel, touching the damaged area requires a successful Violence or Agility check to avoid losing a finger. (*Eric Minton*)

Personal Attack Alarm



Category: [Defense](#) / [Alarm](#) / [Audio](#)
Qty available: 1
Offered by: Mark-HOS
Current bid: 26cr
Item location: HOS Sector ([map](#))
Delivery: [Transtube Express](#)
Payment accepted: [PayUp](#)

Amazing Personal Attack Alarm! Worn like any ordinary lapel badge, this incredible device actually alerts the user in the event of a physical assault. Includes miniature bot brain with internal speaker. Detects all types of attack including stabbing, beating, bruising, charring, tearing, ripping, breaking and crushing. Accurate to plus or minus 0.002%.

Comment on this item:

Ever since being assigned as a food technician in the HEL Sector INFRARED food halls, my Personal Attack Alarm has proved invaluable.—LittleCraig

Customers who bid on Personal Attack Alarm also viewed:

[Morphine](#)

GM ONLY! RED. 250cr. This item works perfectly. In the event of an assault the badge announces, 'You are under attack! You are under attack!' It continues to do so until the attack ends, whereupon it tells the user something like 'Attack ended! You were beaten—14!—times and stabbed—twice! Have a nice day.' In Straight games the device also records the entire combat, though the wearer may not know this. (*Andy Fitzpatrick*)

Portable Jamming Unit (Class 3)



Category: [Counter-Terrorism](#) / [Electromagnetic](#) / [Experimental](#)
Qty available: 1
Offered by: Panic (808)
Current bid: 409cr
Item location: EBP Sector ([map](#))
Delivery: [Postal Warbot](#)
Payment accepted: ME
 Card, Plasticreds

For sale: one recently liberated experimental R&D radio jammer. Fully intact, stripped screws replaced. Steel casing shows light scuff marks only. Fits neatly into any standard backpack or shoulder bag. Power cables clearly labeled, may be spliced onto any standard wall conduit (AmpVolt index of 78/Z or below). This is a short auction, buy now or miss out!

Comment on this item:

You call this thing portable? Ooh, my aching back!—ALx

Customers who bid on Portable Jamming Unit (Class 3) also viewed:

['Corridor Camouflage' Nano-Pigment Spray](#)

GM ONLY! INDIGO. 1,000cr. The so-called Portable Jamming Unit is a clunky box covered in readouts and blinking lights, resting on tiny ineffectual wheels. When affixed to a power conduit and activated, it disrupts all nearby radio communications (com units, PDCs, vid broadcasts, radar scanners, remote surveillance, etc), using whatever definition of 'nearby' amuses you. With a successful Hardware or Electronic Engineering roll the user may adjust the parameters, confining the jamming to specific radio bands or altering the affected radius. A failed roll breaks the device—or, if you prefer, sends the unit rolling down the corridor, jamming everything along the way. Malfunction: The unit explodes in a spray of red-hot shrapnel (W3K impact), accompanied by an EMP pulse that shuts down half a subsector. (*Eric Minton*)

Remote-Controlled Inflatable Troubleshooter Decoy



Only six left! Unique self-inflating decoy of a real Troubleshooter. Just press the button and watch 'Arcie' come to your rescue! Floats around to draw traitors' laser fire and Communists' traps, leaving you safe and sound. Remote control activates tiny embedded fans to steer Arcie around, making him more life-like and prone to 'accidents'. Troubleshooting is dangerous business, but Arcie helps make it more fun!

Comment on this item:

I suggest not using the manual inflation valve located on the belt. Still had residual helium inside, and I was terminated for mutating after I told the team leader it was fixed.—Brandon-R

This thing seems to love high ceilings.—Stempladder

**Subscribe now
and get a free
hammer!**



Category: [Troubleshooting / Survival / Moderate Odds](#)
Qty available: 6
Offered by: BlueCloneGroup
Current bid: 350cr
Item location: Artie-O's Armed Forces Surplus Store ([map](#))
Delivery: [Pneumatic Courier Express](#), Personal pickup
Payment accepted: ME Card

Customers who bought Remote Controlled Inflatable Troubleshooter Decoy also bought:

[INFRARED Happy Trust Ball Puncture Kit](#)
[StayPut petbot leash](#)

GM ONLY! RED. 350cr. Sold as a thick plastic rectangle with a single button and one joystick with no buttons. Pressing the button releases compressed helium, inflating the decoy in seconds. The human-sized decoy, which wears RED reflec, works well enough if the enemy is far away, has myopia or believes Troubleshooters can fly. Arcie is made from a space-age polymer that reflects RED laser fire in whatever direction you desire. The joystick does move Arcie around—*sloooowly*. However, Arcie is susceptible to air currents; it tends to float wherever it shouldn't go. (*Bill O'Dea*)

SecureCord PDC Cable

Category: [Communications / PDC / Security](#)
Qty available: 1
Offered by: Francis-R
Current bid: 75cr
Item location: ICF Sector ([map](#))
Delivery: [Fed-R-ALL Express](#), [RailMail](#)
Payment accepted: ME Card, IntSec licensed credits

Only used once but it worked well. Allows secure communications with your PDC. Zinc-plated input/output wire connects to PDC and any Tech Services type J, K or T com port (found in most confession booths and bathrooms). Locks into place to avoid accidental disconnection. Magnetic reel fits conveniently on your back. Just walk and cable unreels behind you. Slight wear on left side of reel.

Comment on this item:
Be the first to have Internal Security scrutinize your comments on this item!

Customers who bought SecureCord PDC Cable also bought:

[Darkning electrical grounding socks](#)

GM ONLY! RED. 150cr. This reel is bigger than a marching-band drum but is surprisingly lightweight. A character can strap it to his back with no problem, though movement thereafter is awkward. The reel prevents eavesdropping on the PDC's wireless signal. However, characters must deal with the long, thin cable trail. The cable is as long as you wish, but it should stretch down at least several hallways before running out. Cable is slightly magnetic, and the magnetic reel does a decent job of giving/taking slack. If the magnetic reel is spun too quickly, it acts like a turbine and generates static electricity, shocking everyone in the immediate area. (*Bill O'Dea*)

Variable Energy Stress Transfer Armor

Category: [Personal / Stress Management / Armored](#)
Qty available: 1
Offered by: Bale-O-NEE
Current bid: 501cr
Item location: NEE Sector ([map](#))
Delivery: [Pneumatic Courier Express](#)
Payment accepted: PayUp, Payment++

This ergonomically designed, high-quality body armor includes a padded vest, gauntlets, skirt and shin pads. The interlinked system combines shock-resistant, impact-impeding weave construction with the incredible stress-dispersing power of little beads. The beads—made from compressed, naturally cured algae—sit between armor and skin and provide an all-over body massage. Integral heat pads deliver relaxing pulses of warmth to the upper and lower back muscles, forearms, upper thighs and calves. The armor weave is reinforced with high-density, fire-resistant foam padding. Armor is secured with elastic straps and powered off a single, compact power unit.

Comment on this item:
 I wore one of these things on guard duty once, and just the act of walking around sent warm rhythmic pulses up my spine. I fell asleep, and next thing I knew I was waking up in the clone tanks after a MemoMax transfer. Still looking for the one who killed me!—Twiceshy

Customers who bought Variable Energy Stress Transfer Armor also bought:
[Battery-heated Pop Sox](#)

GM ONLY! YELLOW. 1,000cr. Armor: I2. A VEST wearer looks like a cross between a samurai warrior and a beaded car-seat cover. The wearer recovers from a Snafued result at the end of the current round (rather than next round); this also applies to the Snafued aspect of a Wounded result. The clacking beads may negatively affect Stealth checks. A hit on the VEST with a large margin of success (5+) either causes significant overheating—the wearer must remove the VEST immediately or suffer a searing burn (S3M energy)—or makes the beads vibrate distractingly for the next several rounds. (*Paul Baldowski*)

Surveillance and spying—13 ITEMS!

FEATURED ITEM

Acoustic Interferometer



Category: [Surveillance / Indirect Imaging / Low Detection Equipment](#)
Qty available: 2
Offered by: Listen Up! (a licensed Internal Security service firm)
Current bid: 470cr
Item location: IntSec Testing Grounds and Confession Booth Center, GFU Sector ([map](#))
Delivery: Deliverybot, Personal pickup
Payment accepted: [Payment++](#), IntSec licensed credits

Traitors these days are SLICK. They know about radar, lidar, even mudar. Here's something they'll never think to watch for, because they should have been *listening!*

Place interferometer against any wall, ceiling or floor and activate. It sends out a subsonic pulse and reads the echoes, compiling the data and generating a 3D image of the other side! Details are not clear, but you can at least see *how many* traitors are behind that door! Battery lasts for at least 100 uses.



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Comment on this item:

This is an IntSec device, and the seller admits the image details aren't clear? Something is very, very wrong here.—jibo

Yeah, it actually works.—Edward-R-TMB-2

Customers who bought Acoustic Interferometer also bought:

Li'l Troubleshooter Fake Tacnuke Shell

GM ONLY! YELLOW. 500cr. This plain box with attached vidscreen uses sound waves to echolocate and display objects out to roughly 30m away. If placed against a solid surface like a wall or floor, the device images what's beyond the barrier. Successful Data Analysis rolls reveal how many people are in the room, where they are standing, and even what kind of weapons they have. Failed rolls reveal that the wall conceals a giant blob. The sound produced is not subsonic; it's a deep bass that sounds like a tacnuke went off in the next sector. Anyone who hears this in a room being scanned may panic, as may people in the room next door, down the hall, upstairs, downstairs.... The interferometer's sound can hurt a target (Energy Weapons skill; S5W energy armor-piercing) but only on direct contact. (*Bill O'Dea*)



It's the
RESPONSIBLE
thing!

Camera Tap



Category: [Surveillance](#) / [Visual](#) / [Security](#)
Qty available: 20
Offered by: Numb3rNin3
Current bid: 470cr
Item location: FRF Sector ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted:
 Unlicensed credits only

Just clip this thumb-sized device onto a security camera cable and turn it on. It'll tap into the cable feed to broadcast the camera signal on a frequency of your choice, with a range up to 200 meters. In addition, it can store up to ten minutes of footage and replay it in an endless loop, replacing the normal cable feed and totally fooling whoever's watching at the other end. This lets you move freely in front of the camera with no chance of being detected! No batteries needed, runs directly off of the camera's power. Versatile and compact, a great bargain!
 State your security clearance and IntSec license number with order.

Comment on this item:

With just a little elbow grease, you can hook one of these onto a bot's eye and see everything it sees. Send me 200 creds and I'll show you how!—VatVatVat

Customers who bought Camera Tap also bought:
[Wrist-Mounted Video Display](#)

HANDY

GM ONLY! BLUE. 425cr. An oblong device that clips onto a cable; typically issued only to Internal Security. Works as advertised. Interference from other broadcasts, walls and the like can reduce range by a factor of 10. Make a Stealth/Security Systems or Surveillance roll when the PC activates the Camera Tap; failure means someone, probably The Computer or IntSec, notices its use. If the character has a license to use it (i.e. is in IntSec), fine. Otherwise, not so much. No mechanism for picking up the broadcast is included. The broadcast is on a narrow band, but it's commonly used in Alpha Complex; as a result, whenever you roll a 20 on the activation roll, the displays of nearby PDCs, vidscreens and/or public terminals are overridden by the camera being tapped. (Eric Minton)

DeepCover Mem Card A770



Category: [Bots](#) / [Software](#)
Qty available: 1
Offered by: Numb3rNin3
Current bid: 601cr
Item location: Sector OOS ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted: METro
[Checks](#), Unlicensed credits

An essential product for the canny investigator. This military-grade combat mem card contains a hidden surveillance software package. When loaded into a bot, DeepCover records up to eight hours of sensory input. Use any PDC to remotely start, stop, view or download. Bots are everywhere, making DeepCover invaluable. This may be your only chance to pick up this high-clearance surveillance package. Buy it now!

Comment on this item:

don't buy! programmed to terminate any1 who uses it! intsec plot!—rayzorblayde

Customers who bid on DeepCover Mem Card A770 also viewed:

[Cone Rifle ECM Shells](#)

GM ONLY! INDIGO. 5,000cr. Surveillance-10 mem card. In addition to tapping into its bot host's sensory data feed, the card contains a hidden wireless transceiver, allowing its owner to access stored data remotely. Requires several minutes of uninterrupted access to download large files. If the bot with the card has Stealth or Surveillance from another source, it may make a check to observe the signals passing between the mem card and the PDC; on a successful check, it may confront the user or report the incident to The Computer or Corpore Metal. Evidence gathered using software above your security clearance is admissible, but presenting it is always treasonous (P3B). A VIOLET-Clearance version (12,500cr) has Surveillance 15 and 24-hour capacity. A favored device among the Illuminati. (Eric Minton)

Fake Security Camera



LOOKS JUST LIKE A STANDARD COMPUTER SECURITY CAMERA. A SIMPLE HIDDEN SWITCH TURNS THE LITTLE RED LIGHT ON AND OFF. GREAT FOR CONVINCING PEOPLE AN AREA IS BEING WATCHED BY THE COMPUTER, OR THAT IT ISN'T. BULK DISCOUNTS AVAILABLE. WILL TRADE FOR INTERESTING MERCHANDISE. CONTACT 0101011101000010101001001000100100111101010100@OPAQUE.GRAYNET.CPU FOR MORE DETAILS.

Comment on this item:

great place to stash a grenade. boom!—phonetag

Category: [Surveillance](#) / [Counter-Surveillance](#)
Qty available: 60
Offered by: 010101110100000101010010010000100100111101010100
Current bid: 22cr
Item location: BRG Sector ([map](#))
Delivery: [Postal Warbot](#)
Payment accepted: Plasticreds, Trade

More reasonably, you can stash small, illegal items in a camera casing, like stolen ME cards and plasticred. Tech won't bother checking any cameras that aren't on their list.—Joy-O

How can this be sold on C-Bay without someone getting terminated?!?—suspicious

Customers who bought Fake Security Camera also bought:

IR markets for Dummies

GM ONLY! INDIGO. 70cr. Adheres to the ceiling using a built-in glue pad. Sometimes a 'camera' purchased in this way is just a hollow shell, containing nothing but a battery to run the little red light. However, others are real cameras that broadcast what they see and hear, not to The Computer, but to whichever secret society built and marketed them. (They're still

70cr.) Most secret societies use such surveillance devices to keep tabs on key locations in Alpha Complex. In the latter case, make sure you know which secret society made the camera before you give it out...or just make it up on the fly for maximum cruelty or comic effect. (Eric Minton)

HeetPrufe Infrared Stealth Suit



Category: [Defense](#) / [Personal](#) / [Experimental](#)
Qty available: 1
Offered by: John-DOE
Current bid: 8,199cr
Item location: N/A
Delivery: [Postal Warbot](#)
Payment accepted: ME Card, Unlicensed or ordnance-licensed credits

The new HeetPrufe Infrared Stealth Suit suppresses your heat signature, rendering you invisible to all forms of infrared detection. Camouflage technology measures surrounding heat index and channels NuFreon coolant through external baffles. Layered with Kevlar and LeadLike for additional protection. Comes in Black, Off-Black and Sewer Camo. Buy now!

Comment on this item:

This also keeps you cool in hot places like foundries and tropical hydroponics bays.—GunnerJane

I thought this was some kind of invisibility suit. I got winged by a Commie laser, and now when I wear the suit I get cold all down my left side.—VultureBoi27

Install a valve in the coolant system and you can spray people with NuFreon! Like a flamethrower in reverse! C-mail me 100 creds and I'll send you the schematics.—VatVatVat

Customers who bid on HeetPrufe Infrared Stealth Suit also viewed:

ToastieWarm Thermal Undergarment

GM ONLY! BLUE. 5,000cr. Armor 3, full-figure. The Stealth Suit is a skin-tight, full-body suit, much like a wetsuit, but covered with elaborate labyrinthine tubing. It performs admirably at suppressing heat signatures in environments below room temperature. Inadequate insulation keeps the wearer uncomfortably chilly in cooler areas; exceptionally cold areas leave the wearer vulnerable to frostbite, hypothermia or death. Weapon hits can damage the armor in all sorts of interesting ways. (Feel free to strip out the Kevlar and LeadLike for all the fun and none of the combat advantages! Drop the cost to 1,500cr and reduce the armor value to zero.) (Eric Minton)

HoloNode



Category: [Surveillance](#) / [Communications](#) / [Holographic](#)
Qty available: 1
Offered by: Gil-B-JPO
Current bid: 145cr
Item location: ERT Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: ME Card, [PayNow](#)

Why feel lost and alone when you're completing missions outside Alpha Complex? Ensure you have constant comforting communications with the HoloNode, bringing Friend Computer to you even when you're far from home. The HoloNode combines a powerful, hi-res holoprojector with a long-life powercell and integrated IntSec Inside secure processor. Communications home are captured with an Enhanced Gyroscopic Globalcomm device and transmitted using encrypted microwave beam technology. Feel at home and well informed wherever you are!

Comment on this item:

Help me, Obi-Wan, you're my only hope!—oldromancer

Why is this in Surveillance? Is it 'on' even when not emitting the holographic monitor?—Bill-O

Customers who bid on HoloNode also viewed:

Portable Gigawatt Power Supply

GM ONLY! GREEN. 1,500cr. Range up to 20 miles, depending on signal strength and atmospheric conditions. The compact, hockey puck-sized device has a clear plastic emitter pad on one face. Uttering the phrase ‘Hello, Friend Computer’ activates the holoprojector, which projects the image of a public terminal and establishes a live link to The Computer through a dodgy service firm-run signal network. The signal requires significant power and bandwidth, and is easily traceable. Range up to 20 miles outside of functioning sectors of Alpha Complex, such as the Outdoors, the Underplex, or powered-down sectors; this may vary with signal strength and atmospheric conditions. A clever and resourceful hacker could use the HoloNode to gain remote access to Computer nodes. *(Paul Baldowski)*

IceBLUE Phone Cracker  

Category: [Surveillance](#) / [Electronic](#)
Qty available: 1
Offered by: [strobe \(354\)](#)
Current bid: 2,302cr
Item location: N/A
Delivery: [Illuminati](#) [Nightcycle Express](#)
Payment accepted:
 Unlicensed credits only

There’s no better way to listen in on phone chatter than IceBLUE. This little baby can tap into phone conversations with a range of 100 meters. No physical tap required, runs entirely over the network. Over 200 distinct decryption packages can pop open just about any encryption of BLUE or below, and gives you decent odds at cracking anything up to VIOLET. Field-tested by crypto99, bedlam, w3bm@st3r and other experts, so you know it works. No warranty.

Comment on this item:
 Real useful Outdoors, where your team’s the only ones with PDCs for miles around.—RedVulture20339

Is it true there’s some kind of high-clearance PDC mod that thwarts decryption?—Bill-O
 yes but there’s an iceindigo that thwarts the thwarting.—phreeko5

Customers who bought IceBLUE Phone Cracker also bought:

Phone Encryption Package 53/V

GM ONLY! INDIGO. 5,000cr. This head-sized box covered with buttons, switches, dials and readouts functions more or less as advertised, except it cannot crack encryption above BLUE. Requires a successful Stealth/Surveillance or Hardware check to listen in on a desired conversation. Failure can mean catching the wrong conversation, failing to break the encryption or being spotted by IntSec or Computer Phreak observers on the network. Takes at least a few seconds to crack the encryption on any given conversation. If you don’t want players to learn anything, roll 1d20 and then tell them the conversation ends before they can crack it. If the cracking player rolls a 20, the line is cracked, but it goes both ways; the people on the other end of the line hear the cracker and his companions as if on a speakerphone. The user can do this deliberately if he wants to, though it’s rarely a bright idea. *(Eric Minton)*

MemoMin  

Category: [Surveillance](#) / [Bio-Electrical](#) / [Experimental](#)
Qty available: 1
Offered by: [Bedlam](#)
Current bid: 200cr
Item location: HHX Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [Payment++](#)

The ultimate in surveillance and espionage technology for the agent with perfection in mind. No longer need you rely on memory and poorly sketched diagrams to communicate to your colleagues the layout of the Commie stronghold you just infiltrated. The innovative MemoMin lets you provide first-person data with complete mental notes and annotations—leave nothing out and never miss a trick. Evildoers intent on destruction of Alpha Complex will never know what hit them.

Comments on this item:
 One question: Does the user have to concentrate to record comments, or is the commentary the normal thoughts going through someone’s mind when doing stuff? This could make a difference, you know?—Bill-O

I presume since MemoMax recordings can’t be used as evidence of treason, MemoMin recordings also can’t. Then again, MemoMax recordings get screwed up if used by a different citizen, whereas these don’t. So MemoMin recordings might be admissible if viewed by a trustworthy, higher-clearance citizen.—Jeff-G



Customers viewing MemoMin also viewed:

Extra-Strength HappiPills (100 ct)

GM ONLY! BLUE. 3,500cr. **Experimental.** The MemoMin looks like a miniature chromed plunger with controls like a modern DVD player (Play, Pause, Record, double-speed advance, indexing, etc). Applied to the forehead, it immediately interfaces with the user's brain and starts to record thoughts and sensations. Capacity is about 15 minutes of full sensory and neural information, at which point the device falls off the forehead and may roll away. Once recorded, the information can be played back at any time by anyone. The viewer simply applies the MemoMin to his forehead and activates it. The viewer sees everything in first-person view, with (in Classic style) a slightly disconcerting commentary of thoughts not his own; in Straight style the device records only sensory impressions. This MemoMin feedback can serve as an effective how-to guide, giving the viewer bonuses if he watches it right before attempting activities similar to those viewed. Coming out of a MemoMin recording leaves the user Snafued for several rounds. Sudden removal of the device, sabotage or direct damage during playback may result in a forced dump of information, which has an effect similar to brainscrub: For the rest of the scene, any roll of 20 on any skill or specialty check may leave the infodumped user massively disoriented and prone to catatonia, paranoia and seizures. *(Paul Baldowski)*

Spy Powder  

Category: [Surveillance](#) / [Multi-Function](#)
Qty available: 5,100
Offered by: Aesthetic Surveillance LLC (a licensed Internal Security service firm)
Current bid: 1225cr
Item location: AIC Sector ([map](#))
Delivery: [Deliverybot](#), [Secur-CORR Armed Escort](#)
Payment accepted: [PayNow](#), [QwikCredit](#)

Each packet of Spy Powder contains tens of thousands of tiny audiovisual transponders, each no larger than a speck of dust. Just tear open the packet to activate the transponders, then spread them wherever you want! Each 300-micron device floats on air currents and adheres to solid surfaces, all the while broadcasting its location on a predetermined radio band. This lets you construct a three-dimensional model of the area in which the dust has been distributed. Even better, you can isolate individual transponders and use them to obtain audiovisual broadcasts, letting you see and hear anywhere the dust has spread! Each packet of Spy Powder has enough power for about one day of standard operation. Scanning device not included. We recommend use of **Spy Powder Interface Goggles**, now available from our online store for only 3,500 credits!

Comment on this item:

After using Spy Powder for a couple of weeks, I accidentally inhaled so much of it that it gave me a mutation! It's called 'adenocarcinoma.'—Lenny-B

Customers who bought Spy Powder also bought:

- [AlphaCad 3D Modeling Software](#)**
- [Spy Powder Interface Goggles](#)**

GM ONLY! BLUE. 1,500cr. Once opened, the Spy Powder swiftly filters into the local ventilation systems, spreading a thin layer of transponders across the entire subsector. This lets a user with the appropriate hardware and software model the affected area and all people and objects in it. People and objects who move through the area later often pick up a transponder or two; this is enough to track their movements but not enough to identify them without shifting to audiovisual mode. Attempting to isolate individual transponders to obtain audiovisual broadcasts requires a Hardware or Surveillance roll, and the power drain burns out the affected transponders, often in seconds. The user invariably gets transponder dust all over his hands while opening the packet, allowing others with radio scanners and the like to track him easily. Broadcast range can vary drastically due to radio interference, lead shielding and GM fiat. *(Eric Minton)*

Spybot Model 211/X   

These bots are amazing! Each Spybot Model 211/X comes with full multicorder capability and a range of scanners, cameras and microphones! Moves easily along walls and ceilings! Fits through most ducts, pipes and tubes! Gunmetal coloration provides excellent concealment in darkened areas! Remote control unit includes live video and audio feeds, voice control and 16 different command keys for when you just can't talk! Even comes with built-in self-destruct capability! Genuine IntSec surplus at a bargain price! We're practically giving them away!

Comment on this item:

These things looks so creepy it's great! Tell people all those mikes and cameras are guns. They really get out of the way!—hazmat

Category: [Bots](#) / [Surveillance](#)
Qty available: 6
Offered by: Crazy Ed-Y's Bot Retail
Current bid: 4,000cr
Item location: KKN Sector ([map](#))
Delivery: [Yellow Vulture](#)
[Express](#), Personal pickup
Payment accepted: ME
 Card, [QwikCredit](#)

Be careful with the remote. It's way too easy to accidentally hit the self-destruct button, and then BOOM! No more bot. But at least you still have the remote, which is pretty good for making someone else's bot go boom too.—Alexandra-G

word is these things can pool their brainpower in close proximity, using parallel processing to manifest a higher order communal intelligence. sometimes they go rogue when used in groups. model discontinued, hence the bargain price.—cancerboi

Customers who bought Spybot Model 211/X also bought:

Spybot Model 212/B

GM ONLY! BLUE. 4,000cr. Stealth 12, Sneaking 16, Shadowing 16, Blow Self Up 18. Weapons: Self-destruct (W3K impact, 5m radius); Armor: None. This

device—a scorpion-like bot with telescoping camera eyes and parabolic microphones instead of foreclaws and stinger—has an extremely limited bot brain, one that makes a petbot look bright. It occasionally picks up stray signals from other sources and wanders off into random high-clearance areas. Functions as a Multicorder 1. Any standard multicorder program may be loaded remotely via the remote. All Model 211/X Spybots use similar frequencies, which causes interference and possible data overwriting if two or more spybots are active in the same area. A failed Blow Self Up roll means the bot goes rogue, taking orders from no one; in Zap games, it immediately returns to the owner and then explodes. (Eric Minton)

Surveillance Candy 

Category: [Surveillance](#) / [RFID](#) / [Edible](#)
Qty available: 144
Offered by: Val-G
Current bid: 97cr
Item location: POG Sector ([map](#))
Delivery: [Transtube Express](#)
Payment accepted: ME
 Card, [METro Checks](#)

Looks just like BellyBalls, 'the sour snack you swallow to tingle your tummy', except each one contains an RFID tag that latches onto the intestinal lining. Broadcasts an active signal readable by any standard RFID reader within 50 meters. Great for keeping an eye on traitorous teammates and coworkers! Comes in several tasty flavors, including Sour Lime, Tastes-Like-Apple! and Tangelo. State flavor preference with order.

Comment on this item:

If you get stuck with one of these, you can alter the tag info and transponder code with a wireless RFID adjuster. Or, failing that, use an EMP.—strobe

Or, you know, you could just pop a HappyLax and get rid of it the usual way.—bluegoo

lower attachment rate than advertised. wasted a lot of time tracking moving target through sewers before I found out what's up. don't be fooled.—cancerboi

Customers who bought Surveillance Candy also bought:

BellyBalls (Tastes-Like-Apple!)



Incredible value!
Buy 1, get 1!
ALGAE CHIPS

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

GM ONLY! BLUE. 30cr. Works as advertised. The target suffers wracking abdominal pains shortly after swallowing a Surveillance Candy unless he makes a successful Violence check. The indicated range assumes an open space without competing signals; unfavorable circumstances can reduce the range to a meter or less. The candy doesn't come with any sort of RFID scanner or reader. If the user has a device for altering RFID tags, he can pre-program the tag with the chosen target's personal information (name, service firm, criminal record, etc)... or with someone else's. *(Eric Minton)*

Tornado-Class Remote Surveillance Drone

Category: [Surveillance](#) / [Aerial](#)
Qty available: 1
Offered by: armysurplus78 (209)
Current bid: 3,455cr
Item location: TRO Sector ([map](#))
Delivery: Secur-CORR Armed Escort
Payment accepted: Unlicensed credits, AF-licensed credits

TORNADO-CLASS REMOTE SURVEILLANCE DRONE. Uses Armed Forces jetcopter technology to hover or fly. 200 separate camera units allow for maximal surveillance. Includes radar system, microwave and infrared scanners, 1000-lumen spotlight array w/variable color filters, high-sensitivity audio receivers and olfactory sniffer. Four-hour internal battery can be recharged from any standard wall outlet. Comes with handheld remote control unit.

Comment on this item:

We got assigned to use this to surveil a secret society meeting deep down in the corridors. Gahhh. Subtle as a tankbot.—sonicSteve

Heavy use can drain the battery faster than advertised. The only thing worse than realizing your new, expensive surveillance drone has been reduced to a smoldering heap of worthless junk is watching it fall on top of you.—GunnerJane

Customers viewing Tornado-Class Remote Surveillance Drone also viewed:

[GunTech Model 045 Mobile Howitzer](#)

GM ONLY! BLUE. 20,000cr. Weapons: Whirling blades (W3K impact armor-piercing, no range, only while moving); Armor 2 (hardened). This massive surveillance drone—an agglomeration of cameras and microphones beneath whirling propeller blades, like a cross between a military helicopter and a hornet—measures almost two meters in diameter and weighs 800kg. It works well for scanning large open areas, but it won't fit in narrow passages and its roaring blades make it useless for stealth. The remote control, as large as a dictionary and covered with lots of viewscreens, keyboards and cryptic knobs and buttons, requires a Bot Operations roll (to get the bot to do what you want) or a Surveillance roll (to use its surveillance capacities effectively). Note: The meaning of the word 'Tornado' is not available at lower security clearances. *(Eric Minton)*

WiSpy PDC Transmitter

Category: [PDC](#) / [Surveillance](#)
Qty available: 4
Offered by: Alan-Y-SMT-1 (#425242)
Current bid: 98cr
Item location: DZT Sector ([map](#))
Delivery: [Rail Mail](#), Personal Pickup
Payment accepted: ME Card, Plasticreds

Want to know what your friends are up to? Need to see whether they're taking pictures of you? You need a WiSpy! Modified from the PDC ThiefTracker, these fit on nearly any standard PDC just like a ThiefTracker. Once applied, anything the PDC sends is also sent to you through your WiSpy receiver. Find out secret conversations, view in realtime any video being taken, even get advance warning of the self-destruct being activated! Everything you need to stay on top of your team!

Comment on this item:

Works great! I've gotten two security clearances because of this thing.—SoHappyImBlue
 Are you kidding? All this thing did was cost me PDC maintenance fees!—Anne-G
 the real trick is attaching it without getting caught.—cancerboi


Customers who bought WiSpy PDC Transmitter also bought:

[WiSpy PDC receiver](#)

GM ONLY! BLUE. 100cr. Broadcasts anything viewed on the attached PDC to any PDC with a WiSpy receiver (250cr) within range. Range is a room or two. If multiple transmitters are in the area, each broadcasts simultaneously and all receivers pick up the broadcasts as they happen. This can confusingly mix video and text inputs, and may crash the receivers, requiring a reboot. You can give the PDC's owner a Stealth roll to notice the attached WiSpy; with a successful Stealth/Security Systems roll, the owner can rejigger the WiSpy to broadcast fake or redirected feeds. Should the target PDC pick up a virus, the virus automatically bypasses any security measures and infects the WiSpy receivers. *(Karl Low)*

Malfeasance Control Devices—16 ITEMS!





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[‘McDs’ (Malfeasance Control Devices), introduced in the PARANOIA XP rulebook, are gadgets or inventions Internal Security inflicts temporarily on citizens suffering Probation. A McD enforces the citizen’s good behavior and loyalty.]

Proximity Control System

Category: [Malfeasance Control](#) / [Group](#) / [Restrictive](#)
Qty available: 500
Offered by: Treasonous Activity Anticipators (a licensed HPD&MC service firm)
Current bid: 600cr
Item location: MMR Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: ME Card, [PayNow](#), HPD&MC licensed credits

Are you having trouble keeping your Troubleshooters from wandering off? Do they go where they aren’t supposed to, or scatter under fire? Your best remedy is the Proximity Control System. Clamp a Proximity Control Belt onto each of your Troubleshooters and code a maximum acceptable distance into the belt-mounted Proximity Control Unit. Now anyone who goes too far away gets himself an educational zap of electricity! Includes one Proximity Control Unit and six Proximity Control Belts.

Comment on this item:

Funny how the controller blends right into the belt. You could probably swap belts with the team leader without anyone noticing until it was too late.—Alvin6804

Tried to set the range to 1.5 meters, but no luck. It’s digital. 1m or 2m, nothing in between. And 1m isn’t an option, it gets *realllly* crowded that way.—Lakshminaraya-Y

Customers who bought Proximity Control System also bought:
[HappyShock! Neurowhip](#)

GM ONLY! RED. 700cr. Clamp the Proximity Control Unit onto a Proximity Control Belt, and it synchs up with all Proximity Control Belts in the set. Whenever a Belt leaves the permitted range from its Control Unit, the Belt administers a small, nondebilitating warning shock to the wearer lasting one round. If the wearer remains beyond range in the next round, the shock grows into a steady, debilitating electric charge; the wearer must make a successful Violence roll to avoid being Snafued for that round. Later rounds outside the permissible range produce the same effect, except failing the Violence roll means the wearer is stunned for that round. The range can be set from 0 to 100 meters with a simple twist of a knob. It can be tempting to set the range to 0, but because the controller’s belt is also a Proximity Control Belt belonging to the set, its wearer gets shocked too! Long-term exposure to the belt’s shocking effects can lead to organic damage...unless the batteries run out. A successful Hardware roll can disable a Proximity Control Belt or sabotage the Control Unit in creative and interesting ways. (Eric Minton)



It’s the
REVOLUTIONARY
thing!

CalmLink Armband



Category: [Malfeasance Control](#)
[/ Individual](#) / [Mood Altering](#)

Qty available: 1

Offered by: Wanda-Y

Current bid: 48cr

Item location: Residential Block
43, CFG Sector ([map](#))

Delivery: Personal pickup

Payment accepted: ME Card,
[METro Checks](#), Unlicensed credits,
Ordinance-licensed credits

Chemical enhancement armband. Used once, like new. Comes with full tank.

Comment on this item:

Be careful about the security interlock. If you're not careful, this'll inject you with air, which is actually pretty dangerous. And of course you wouldn't want this to happen to your teammates, either...—Qwik/E

Customers who bought CalmLink Armband also bought:

CryptoGranola Snak Pak

GM ONLY! INFRARED. 50cr. This heavy brass armband fits snugly around the wearer's bicep. Once attached, it cannot be removed except by special tools or massive force. It's designed to stop treason by preventing unhappy thoughts; whenever

the wearer's blood pressure gets too high, the band injects a cocktail of gelnine, qualine, visomorpain and xynonull, leaving him in a blissful haze for a scene. The wearer can still act, groggily, but feels utterly happy with the whole gosh-darn wonderful world. The drug tank can easily be opened and refilled with any drug you like; Troubleshooters often prefer combat drugs like thymoglandin, or something harmless like water. This requires a Hardware roll to remove signs of tampering. Internal Security is never utterly happy with citizens who tamper with gosh-darn wonderful Malfeasance Control Devices. (Eric Minton)

Cellophane Jumpsuit



Category: [Clothing](#) /
[Malfeasance Control](#)

Qty available: 2,375

Offered by: FallCycleFashions HPD
(a licensed HPD&MC service firm)

Current bid: None

Item location: PON Sector ([map](#))

Delivery: Deliverybot,
Daycycle Delivery

Payment accepted: ME
Card, [QwikCredit](#)

This handsome jumpsuit flatters your figure like nothing else! See-through materials showcase your finest physical attributes. Includes belt and boots of hi-grade transplas. Tinted to your clearance specifications in a number of exquisite pastel shades, including Charcoal, Blush, Warm Orange, Luminous Gold and Algal Green. Endure your probation in style!

Comment on this item:

Don't get stuck with one of these if you're off your hormone suppressants!—Greg/M

Customers who bought Cellophane Jumpsuit also bought:

Darkfield Generator

GM ONLY! INFRARED. 25cr. Assigned to citizens caught in possession of illegal or stolen goods. Totally transparent, aside from the faint color tint. Conceals nothing. (Eric Minton)

Communism-Sensitive Interlock Deactivator



Category: [Malfeasance Control](#)
[/ Multi-Purpose](#) / [Electronic](#)

Qty available: 1

Offered by: Number Six

Current bid: 500cr

Item location: HOL Sector ([map](#))

Delivery: Fed-R-ALL Express

Payment accepted: ME Card, [PayNow](#)

The CSID ensures individuals with known Communist tendencies do not abuse assigned equipment. Where records of Communist activities indicate a threat to a piece of equipment, just attach the CSID unit. The CSID is one-size-fits-all and can be installed on anything from a laser pistol to a warbot. Small and light, the CSID hardly ever interferes with proper functioning—providing it detects no Communist intent.

How does it know? The CSID samples blood, breath and neural waves through three clearly labelled tubes affixed to one side. A pinprick to the finger provides blood; a sharp exhalation into the second tube provides the breath sample; and the third tube is held to the forehead for two seconds for a passive neural scan.

The CSID combines these cutting-edge analytical criteria in a complex meta-Boolean algorithm. If it detects Communist intent, it instantly locks out the attached equipment,

rendering it completely inoperative until reset. When the CSID initiates a lockout, it can only be removed and reset by approved personnel.

Comment on this item:

They put a CSID on my cubicle door, and now I can't get out! Help!—Jack309

Can this be used as evidence in accusations of treason? Can it defend me when I shoot a guy full of photons?—Bill-O

Customers who bought Communism Sensitive Interlock Deactivator also bought:

Heavy-Duty Titanium-Tip Crowbar

GM ONLY! YELLOW. 200cr. The device's accuracy in detecting Communism is shaky indeed, and it is just as likely to lock out a device if the individual tested has (say) drunk B3 in the last hour and has a mild cold. Whenever a CSID-fitted device is used, make a Power roll to determine whether it locks or not, modified for drama and humor. In Straight games the device is experimental, more costly (2,000+cr), and has occasional fits of almost-accuracy—just enough to make people uneasy when it's triggered, rather than writing it off as useless. (Paul Baldowski)

HappyShock! Personal Trainer   

Category: Malfeasance Control
/ Individual / Experimental
Qty available: 2,000
Offered by: Sandy-R
Current bid: 6cr
Item location: Storage Room 12,
 Corridor 774, BXB Sector ([map](#))
Delivery: Jackobot Delivery,
Pneumatic Courier Express
Payment accepted: ME
 Card, QwikCredit

Have you ever experienced TREASONOUS THOUGHTS? Have you ever felt the need to SUBVERT the infinitely compassionate directives of FRIEND COMPUTER? Do you sometimes want to KILL PEOPLE and BLOW UP VALUABLE MERCHANDISE?

Not any more! This brilliant piece of R&D technology senses treasonous urges and KILLS them through the BENEVOLENT POWER OF ELECTROSHOCK! Advanced biofeedback circuits detect those urges and deliver 2,000 VOLTS OF HAPPINESS directly to your autonomous nervous system! Soon your treacherous brain will abandon all of its COMMIE CONDITIONING and return to the love of Friend Computer you so dearly miss! Absorbent terrycloth fabric soaks up blood!

NOTE: This sale also includes a can of BOUNCY BUBBLE BEVERAGE for every HappyShock! Personal Trainer sold! Don't miss out! BUY NOW!!!

Comment on this item:

These make great Power Day gifts!—Sunny-B

I wouldn't strap one of these suckers on for a million credits, but if you don't mind getting your hands dirty, you can rewire them for all sorts of fun! Those batteries really pack a kick. Just don't let anyone from IntSec or R&D see you with a disassembled one, they get all cranky.—AlgaeBurn

Customers who bought HappyShock! Personal Trainer also bought:

Bot-O-9-Tails Flagellation Unit

MyndWype Tablets

GM ONLY! INFRARED. 50cr. The HappyShock! Personal Trainer is a sweatband with electrodes at the temples. Twisty cables connect to a heavy belt-hung battery. In times of fear, stress and guilt, the Trainer blasts its wearer with electric shocks to the brain, on the grounds that only traitors suffer such emotions in happy Alpha Complex. When the wearer is in a stressful situation—as if that could ever happen—roll some dice and then declare how much damage the wearer takes. The wearer may be Snafued, vaporized or anything in between, depending on your whim. The wearer may also suffer from temporary or permanent memory loss. If anyone says anything about armor, laugh. Note: PCs with the Electroshock mutation are immune to this item's effects. (Eric Minton)



LegLock Command Braces



Category: [Malfeasance Control / Individual / Censors and Limiters](#)
Qty available: 1
Offered by: Gladys-Y
Current bid: 90cr
Item location: FMO Sector ([map](#))
Delivery: [Rail Mail](#), [Fed-R-ALL Express](#)
Payment accepted: [ME Card](#), [PayUp](#)

An excellent way to keep your subordinates where you can see them. LegLock accepts your voice print, then responds to your commands only. No more running away, no more sneaking off, no more charging into combat at just the wrong moment. Once LegLock goes on, it won't come off until you want it to. In excellent condition, almost entirely free of bloodstains.

Comment on this item:

These things don't have stabilizers. If you're unbalanced when they lock up, you fall over and you can't get up. Worse, you need your team leader to get them off, so if he dies you're out of luck. At that point, I'd recommend a hottorch. And lots of burn cream for after.—GunnerJane

All you need is a good voice synthesizer to override the voice print reader.—MemoMaxine

Customers who bought LegLock Command Braces also bought:

[VIOLET Laser Pistol Barrel](#)

GM ONLY! RED. 100cr. These shiny cybernetic braces, each with a blinking digital readout, lock snugly onto the wearer's legs. Once set to recognize a voiceprint (usually that of the team leader or loyalty officer), they only recognize that voice until reprogrammed. The joints on the braces seize up immovably when that voice says 'stop', and only release when that voice says 'go'. A character can modify the voiceprint with a successful Security Systems or Operating Systems check, but this also requires a Hacking check to avoid alerting Internal Security. The braces only release when the assigned voice says the factory-set, randomly generated 27-digit release code. (Eric Minton)

Loyalty Exoskeleton



Category: [Malfeasance Control / Personal / Overrides](#)
Qty available: 1
Offered by: Willow-G
Current bid: 444cr
Item location: AAE Sector ([map](#))
Delivery: [Secur-CORR Armed Escort](#)
Payment accepted: [ME Card](#), [PayUp](#)

Make sure an insubordinate subordinate follows instructions to the letter. This exoskeleton moves the wearer around like a puppet. Comes with a simple hand-held command console with limb control buttons, trigger finger toggle and overall movement joystick.

Warning: All treasonous actions performed by, and injuries suffered by, the wearer of an active Loyalty Exoskeleton are the responsibility of the controller!

Comment on this item:

What happens if it gets wet? Does it short out? Does it electrocute the guy wearing it?—Joe-R try it and see!—concrete402

Customers who bought Loyalty Exoskeleton also bought:

[Stop-Hitting-Yourself! Gloves](#)

GM ONLY! ORANGE. 600cr. Range 20m. Flip a switch on the control box to take over the wearer's movements. Making the wearer successfully accomplish a task involving precision, like climbing a wall or hitting someone with a weapon, requires a Violence or Fine Manipulation roll, not to mention complicated button pushes like a video console fighting game. The wearer can make Violence or Unarmed Combat rolls to override the exoskeleton with brute strength; success allows the wearer to take a single action. The control box sometimes suffers from signal loss like a cheap cellphone. Control may switch unpredictably between controller to wearer. The exoskeleton's range of movement matches the normal human range, preventing it from snapping the wearer's joints. Nonetheless, it can have the wearer shoot himself or punch himself to death. GMs seeking guidance about the controller's range of commands may look to the Puppeteer mutant power description in the *PARANOIA XP* rulebook. The control unit and exoskeleton both record all commands issued by the controller; IntSec examines these after every mission, and may sometimes gently discourage abuse. (Eric Minton)



Magnetic Braces



Category: [Malfeasance Control](#)
/ [Individual](#) / [Noise Pollution](#)

Qty available: 8

Offered by: PAC Sector R&D Labs

Current bid: 40cr

Item location: PAC Sector Citizens'
Hospital & Reclamation Center ([map](#))

Delivery: Personal pickup, [PLC](#)
[Moderately Express Mail Delivery](#)

Payment accepted: ME Card,
McD-licensed plasticreds

Got a teammate who just won't stop yakking? Sick of your hygiene officer's long, boring lectures about gingivitis? Clamp a pair of these babies in his mouth and you're in control of his babbling! It's a Mute button for windbags.

Comment on this item:

It's also useful for those hard-to-chew energy bars.—Fit450

Customers who bid on Magnetic Braces also viewed: **Restroom Break Reduction Plugs**

GM ONLY! RED. 200cr. These magnetic Braces From Hell come with an ON/OFF remote control. Turning them ON activates a magnetic field, locking the wearer's jaw shut. The user's player must speak all in-character dialogue while gritting his teeth. Turning them OFF disables the magnetic field. If they are turned ON while the user is talking, he must make

a Violence roll. If he fails, he also got his tongue stuck between the braces and the player must speak all in-character dialogue while pinching his tongue between his teeth. The magnetic attraction is not strong enough to bite his tongue in half, though it might go numb from blood loss. The magnetic field is self-contained and doesn't attract small metal objects nearby—usually. Malfunction: The magnetic field fluctuates rapidly, making a nice impression of the chattering teeth gag. (*Jeff Groves*)

OrthoGold File Manager v5.02



Category: [Software](#) / [PDC](#) /
[Malfeasance Control](#)

Qty available: 1

Offered by: multispeed90 (34)

Current bid: 14cr

Item location: CRC Sector ([map](#))

Delivery: C-mail

Payment accepted: [METro](#)
[Checks](#), Plasticreds, Trade
for music and vid files

Used to discourage filesharing. OrthoGold sits on your PDC and watches out for illegally shared files. When it spots one, it deletes it and sends a warning to IntSec. Each month without filesharing nets you an Official Commendation! This is the most recent version, but you can get free patches at <http://RED.orthogold.intsec.ibf/filemanager/downloads/patches.index> or on most of the Gray Subnets.

Comment on this item:

easy workaround: download via other terminal and copy to disk. orthogold only checks online downloads. great source of official commendations.—phonetag

Customers who bought OrthoGold File Manager v5.02 also bought: **OrthoGold File Manager v5.02/A**

GM ONLY! RED. 25cr. OrthoGold's advanced heuristic algorithms scan all incoming files to determine if they come from legal addresses. This usually blocks all

filesharing attempts, but legal addresses can be spoofed with a successful Software, Hacking or Operating Systems check, fooling the system. On rare occasions, the overzealous software flags and deletes files from legal addresses, including messages from teammates, briefing officers and The Computer. (*Eric Minton*)

Pedestrian Active Cruise Control



Category: [Malfeasance Control](#) /
[Tardiness and Truancy Correction](#)

Qty available: 30

Offered by: Pedi-ficient CPU (a
licensed CPU service firm)

Current bid: 419cr

Item location: Nothing But Boots
PLC store, WLG Sector ([map](#))

Delivery: [Fed-R-ALL Express](#), [RailMail](#)

Payment accepted: ME Card,
IntSec-licensed credits

Back in stock! Improve your arrival times and prevent tardiness with the PACC. Fits over ankles and taps into nervous system, allowing sophisticated AI to control direction and speed of your movement. Accesses continuous real-time pedestrian traffic data to keep you from those corridor bottlenecks. Even accesses maps above your security clearance—but it only directs your legs where to go, so there's no treason! Input your destination and arrival time into the PACC with your PDC, and let your legs get you there early for a change!

Comment on this item:

Never, ever put on *only one* of these things.—ddh_princess

Customers who bought Pedestrian Active Cruise Control also bought: **Magnetic Anchor**

GM ONLY! INFRARED. 500cr. A pair of thick ankle weights with flashing lights on the outside and one spike on the inside. The PACC uses a CPU database of pedestrian traffic, corridor accidents and sector maps to determine the best walking path from the current location to the input destination. The database is only updated sporadically, so characters can be forced to walk down a BLUE corridor or into long-abandoned areas (the Underplex). The PACC always keeps a character one meter from other citizens to prevent 'traffic accidents', even if this means dancing a merry jig down a hallway. Depending on the input arrival time, the PACC may force the wearer into a leisurely stroll or full sprint. A successful Violence check is required to remove the PACC while moving. Malfunction: The PACC takes the character to the busiest corridor ever and tries to walk against traffic. *(Bill O'Dea)*

Say-No-Evil Speech Censor



Category: [Treason / Verbal Treason](#)
/ [Standards and Practices](#)

Qty available: 9

Offered by: No Clone Left Behind
Re-Education Camps (a licensed
Internal Security service firm)

Current bid: 750cr

Item location: UUD Sector
IntSecMart ([map](#))

Delivery: [Black Box Package](#)
Transit, Personal pickup

Payment accepted: ME Card,
[PayNow](#), [QwikCredit](#)

Clones can say the stupidest things. Avoid wasteful terminations with this mobile speech sensor! Attached to the throat, the censor monitors the wearer's vocal chords for matches in a growing library of 4,520,442 treasonous words. Once detected, the censor overrides the wearer's voice and replaces treasonous speech with helpful and loyal phrases. Strap only opens to fingerprint of GREEN Clearance or higher. Why bug when you can prevent!

Comment on this item:

This has saved me from Buy Crunchee Cold Fun Curlz, now with 25% more algae! a lot of needless Test drive the new G-type Autocar 14 DX today! clone replacements.—Peter-R-NEJ-4

Customers who bought Say-No-Evil Speech Censor also bought:

[Hear-No-Evil Auditory Flaps](#)

[See-No-Evil Eye Drops](#)

	Sample ads (roll 1d20)
1	'RailRider—the FAST way to ride!'
2	'Subscribe to <i>Botspotters Monthly!</i> '
3	'Fun-loving citizens drink ParteeTym. Do you?'
4	'Drink NearBeer now, for that NearBeer taste!'
5	'FallCycleFashions! For the well-dressed citizen!'
6	'No time for lunch? There's always time for VitaYum!'
7	'Suck on a HappyPop! Now with 50% more gelgermine!'
8	'Ask me how I can save you up to 30% on clone insurance!'
9	' TREASON! <i>The Board Game!</i> Available at your local PLC branch.'
10	'NiceLife Icey! If it tasted any colder, you'd need a prosthetic tongue!'
11	'Spice up your desk life! Charlie-B's Cimmonon Spicy Scent Diffuser!'
12	'Enjoy the SimuLazer Fun Set! Now 25% off in Sectors GGN and GRG!'
13	'Be safe. Be secure. The new Personal Attack Alarm from Consolidated Safety.'
14	'Tired of waiting in line? Get a genuine QueueBot, and enjoy yourself elsewhere!'
15	'Have you documented your joyous mood? Get a Joyometer today, and be secure in your happiness.'
16	'ONEDAY, ONEDAY, ONEDAY! BZT Sector Omniplex, THRILL TO FUSION-BURNING FUNNYBOTS, VROOM VROOM. 10 creds pays for 10 square centimeters of seat but you'll only need THE PART YOU ARE STANDING ON!'
17-18	<i>[sung to the best of the wearer's ability]</i> 'Scrubby...the Scrubot...is my good friend. / When he...assists me...I wish the day won't end! / If I...feel lonely...or don't know what to do, / Scrubby...the Scrubot...prevents my feeling blue! <i>[spoken rapidly]</i> 'Scrubby the Scrubot has no effect upon BLUE Clearance or lack thereof. Failure to properly interpret metaphors in advertising is insubordination. All warranties explicitly denied.'
19-20	'ALL TOGETHER NOW! What'll get your quarters clean? <i>BacPacVac! BacPacVac!</i> What's the latest new machine? <i>BacPacVac! BacPacVac!</i> For sucking up the dirt you've seen, <i>BacPacVac! BacPacVac!</i> And all the grime that's in between! <i>BacPacVac! BacPacVac! BACPACVAC!</i>

GM ONLY! GREEN. 500cr. This small black box with two lights on the front and a small, thick throat strap prevents a character from saying anything treasonous. It costs the service firm a lot to maintain the word library, so the firm accepts advertisements to help cover costs. Characters become walking endorsements for a variety of Alpha Complex products and services. Throat strap cannot be cut by anything less than a tablesaw. Player determines when to roll on the Sample ads table. GM can veto or demand rolls as well, and award Perversity for well-timed censorship. *(Bill O'Dea)*

Say-Nø-Evil Speech Censor



Shocking Grip!



Category: [Malfeasance Control](#)
/ [Ordnance](#) / [Preventive](#)

Qty available: 255

Offered by: Negative
Armament (a licensed Internal
Security service firm)

Current bid: 40cr

Item location: Storage Access
Kiosk 56F, PLC Megaplex,
LME Sector ([map](#))

Delivery: [RailMail](#)

Payment accepted: ME Card, [PayNow](#)

Troubleshooters with itchy trigger fingers can damage the integrity of [DELETED]% of missions. Lots of Malfeasance Control Devices prevent laser-happy clones from pulling those triggers, but sometimes that's not enough. Once the guns come out, the resulting dissension can lower happiness levels and interfere with mission integrity—even if no one fires a weapon.

Our solution? Don't let those lasers get drawn at all! Our new product, Shocking Grip!, delivers a cheerful warning shock whenever the owner's hand strays too close. Adjustable to fit most available pistol grips. Disengages by remote control or by voice command from a single reprogrammable voiceprint. This is a must-have item for experienced Troubleshooter Team Leaders and Loyalty Officers. Get one today!

Comment on this item:

Reprogramming the voice control takes a bit of work, but it's worth it to see the expression on your team leader's face when you drill him between the eyes.—CircuitBored

Why bother reprogramming? Disabling the shock circuit is a piece of FunCake.—fragmaster

Disabling the circuit is easy. Doing it without triggering the tamper alarm is harder.—CircuitBored



Customers who bought Shocking Grip! also bought:

[Shocking Grip! Short-Range Remote Control](#)

[CableMaster Rubberized Gauntlets](#)

[SkinLike! Flesh-Colored Gloves](#)

GM ONLY! RED. 140cr. Once it's been strapped onto a pistol and activated, the grip gives a nasty shock to anyone touching it without protective gear. The stunned wearer twitches and writhes on the floor for one round. Wisps of smoke and burning hair are optional extras. (Eric Minton)

Teamwork Trainer Device



Category: [Malfeasance Control](#) /
[Learning Tools](#) / [Teamwork](#)

Qty available: 10

Offered by: No Citizen Left Behind
Re-Education Camps (a licensed
Internal Security service firm)

Current bid: 134cr

Item location: PGN Sector
IntSec Warehouse ([map](#))

Delivery: [Black Box Package](#)
[Transit](#), Personal pickup

Payment accepted: ME Card,
[PayNow](#), IntSec-licensed credits

One thing is certain—citizens who don't learn to work as a team are destined for summary execution. Looking to avoid this waste of resources? Try the Teamwork Trainer Device! Simply close one cylinder around each team member's ankle, then have them stand so the cylinders touch. Magnetic locks close each device and connect it to one other cylinder. Opens only to voice commands of YELLOW Clearance or higher—just say 'Teamwork' to turn two legs into one! It forces the teammates to work together just to walk! The users learn teamwork if it kills them! Includes four devices for linking up to four citizens.

Comment on this item:

Worked for me. Couldn't get these little vatslimes to stop arguing. After I slapped a device around their ankles, they tripped and fell into a reactor core. No more arguing.—Kim-G-PWL-3

Remember what magnets can do to data storage, kiddies!—Leopardspots33

Customers who bought Teamwork Trainer Device also bought:

[Concentrate Or I'll Kill You! Inspirational Wall Poster](#)

GM ONLY! YELLOW. 150cr for four cylinders. These tall cylinders have 'Teamwork!' written on the side. Creates a 'three-legged race' situation between two wearers (or a 'five-legged race' with four wearers). Walking slowly is no problem, but running and other complicated activities require an Agility (or Violence) check for each character in the link. If any single character fails, all of them fall to the ground and are Snafued next round. Locks open/close to any citizen listed as YELLOW or higher in The Computer's databases. Upon malfunction, the locks need a welding torch to open (in Straight games) or the magnetic locks attract any loose metal such as knives, scrubots, etc. (Classic and Zap). (Bill O'Dea)

Traitor Tether



Category: [Malfeasance Control](#)
 / [Individual](#) / [Restrictive](#)
Qty available: 43
Offered by: Treasonous Activity
 Anticipators (a licensed
 HPD&MC service firm)
Current bid: 98cr
Item location: MMR Sector ([map](#))
Delivery: [Illuminati Nightcycle](#)
[Express](#), [Sector Priority Delivery](#)
Payment accepted: ME Card,
[PayNow](#), HPD&MC-licensed credits

Never let a suspected traitor out of your sight with the Traitor Tether. Harness fits all standard-sized clones and only unlocks to your tongue print. Cord connects to a comfortable belt with an ISO3900 carabiner for easy lock/unlock. Cord comes in three lengths: 8 meters, 10 meters and 15 meters. Specify length when you win.

Comment on this item:

Fits jackobots too. Tied one up and pushed it over the CAA Sector bridge. Stupid bot bounced up and down for almost half an hour! Made great target practice.—franknst13nd13s

Customers who bought Traitor Tether also bought:

ISO3900-Compatible Autocar Hitch

GM ONLY! RED. 100cr. The harness, belt and cord connecting the two cannot be cut without a BLUE-Clearance UltraTorch or some other high-energy cutting device. The carabiner is easily removed and attached to hooks, railings, etc. The cord is highly elastic and stretches to double normal length before snapping back with considerable force. If two characters are connected by this and want to go in different directions (or are forced to by gravity), they each make a Violence check. The character with the larger margin of success stays put, while the other is Snafued and flies towards the first character; if both fail, they fly toward each other and collide in the middle. Malfunction: The cord gets stuck on some bit of Alpha Complex such as an elevator door, docbot, Vulture, etc. (*Bill O'Dea*)

Treason Announcement Device 9000



Category: [Malfeasance Control](#)
 / [Individual](#) / [Preventive](#)
Qty available: 1
Offered by: MacCyber (a licensed
 Technical Services service firm)
Current bid: 459cr
Item location: PLC Depot
 4, UNR Sector ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted: ME Card,
[METro Checks](#), [QwikCredit](#)

Do your teammates get themselves into too much trouble? Do you have treasonous impulses you can't control? Have no fear—the Treason Announcement Device 9000 is here! TAD 9000 keeps an eye out for treason! TAD 9000 always speaks up about treasonous intent! Good citizens deserve to know about bad inclinations, and TAD 9000 gives them the warnings they need!

The winning bidder receives one Treason Announcement Device 9000. Battery not included. No refunds.

Comment on this item:

Is there any way to get this thing to shut up?—Dave-R

I'm sorry, but I can't do that, Dave-R.—TAD9000

So that's what that thing was. I saw a Troubleshooter arguing with the TAD 9000. 'It was a grenade!'—'But that's still littering. THIS CITIZEN IS LITTERING...AGAIN!'—Bill-O

Customers who viewed Treason Announcement Device 9000 also viewed:

QuietJoy Earplugs

GM ONLY! RED. 600cr. The Treason Announcement Device 9000 helmet is studded with cameras and speakers. It contains a simple bot brain. Once informed of the infractions committed by its wearer, the bot watches for situations in which the wearer might backslide into treasonous behavior and reminds him to avoid such opportunities. Likewise, it loudly announces the wearer's past infractions to passing citizens at every opportunity. Like many examples of Tech Services bot maintenance, the Treason Announcement Device 9000 may suffer from ineffective formatting of data records. Having been used on dozens of traitorous citizens, it may have moments of confusion—especially after being exposed to electromagnetic emissions—when the offenses announced are not the wearer's. Likewise, a clever Troubleshooter may use Bot Programming to alter its memory, reducing or enhancing the severity of the malfeasance. (*Eric Minton*)



Treason-Free Speech Limiter



Category: [Malfeasance Control](#) / [Individual / Censors and Limiters](#)
Qty available: 1
Offered by: Joseph-G-MRT-1
Clearance: GREEN
Current bid: 3031cr
Item location: MRT Sector
 PLC depot ([map](#))
Delivery: Deliverybot,
 Courier, Transtube
Payment accepted: ME Card, [PayNow](#)

The Treason-Free Speech Limiter is designed to limit the speech options of suspected traitors to a list of approved words. This device is often worn by citizens who are on probation for traitorous or seditious speech. It fits snugly over the mouth, nose and throat, and completely mutes any vocalizations made by the wearer. A speaker mounted over the wearers mouth will synthesize any of the 100 approved words the Limiter is programmed with, at the press of a button on the attached control unit.

This unit is programmed with the following approved word list:

a	agree	all	an	and	are	as	at	be	bot
by	call	clearance	cold	come	computer	could	did	do	down
each	envelope	find	five	for	form	four	friend	from	fun
get	go	happy	has	have	he	help	him	his	hot
l	in	infrared	is	it	its	laser	left	license	like
long	look	made	make	many	may	mission	more	my	nine
nougat	now	of	on	one	or	orders	out	red	right
see	sir	six	some	terminate	than	that	the	their	them
these	they	this	three	time	to	traitor	two	up	use
volunteer	was	we	will	with	would	yes	you	your	zero



The unit is also thoughtfully equipped with:

- Ⓢ A 'medication lock', enabling the wearer to ingest liquid and solid medication and pharmatherapy
- Ⓢ An Armored connector cable, preventing the control unit from being easily separated from the Limiter
- Ⓢ A plastic feeding straw with bendo-ridge action, allowing the wearer to eat and drink any liquid or near-liquid food or beverage while wearing the limiter (including both Hot *and* Cold Fun!)

Use of the Treason-Free Speech Limiter for periods of greater than two weeks is not recommended for citizens of Clearance ORANGE and above.

Comments on this item:

If you ever have to wear one of these—and you should hope this never comes to pass—whatever else happens, DO NOT lose the straw!—Paul-R-PHO-2

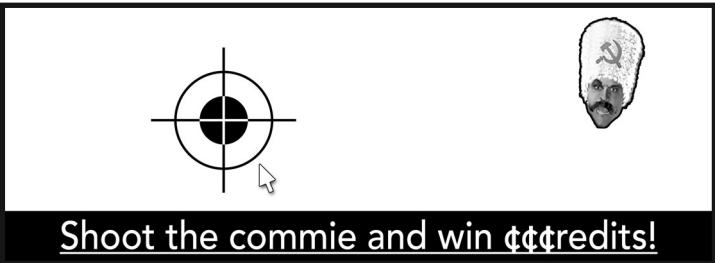
I've equipped all of my clerks with these. The increase in efficiency has been startling!—Joseph-G-MRT-1

I BE DOWN. I VOLUNTEER TO USE THIS. NOW IT IS ON ALL THE TIME. I WILL TERMINATE SOME ONE FOR THIS.—Matt-GRY-2

Customers who bought Treason-Free Speech Limiter also bought:

Dynomint flavored chapstick

GM ONLY! GREEN. 500cr. The Treason-Free Speech Limiter completely blocks the wearer's mouth and nose, rendering him entirely mute. One hundred tiny buttons are set in a palm-sized, handheld pushpad attached by thick armored wire (13) to the Speech Limiter. To communicate verbally, the wearer must use one hand (fingernails work best, given the size of the buttons) to build sentences using the 100 words programmed into the unit's control. The wearer can use two hands to speak quickly. The device is quite sturdy, requiring careful (or lethal) force to remove. If the straw is lost, the wearer can eat nothing larger than a single aspirin-sized medicine tablet. Near-liquid food with solid chunks (like ChocoLumpy Cold Fun) permanently jams up the straw. The straw is also very uncomfortable. It chafes. The word list has unfortunate omissions, such as 'seven'. And occasionally the volume gets stuck at either extremely high or extremely low levels. Particularly sadistic GMs (we know you're out there!) make players wearing such a device speak in an electronic monotone at all times. Don't forget to have Semantics Control drop by to chat with the wearer. *(Ben Engelsberg)*



Clothing and personal equipment—25 ITEMS!

FEATURED ITEM

Insta-Dorm Inflatable Furniture Set



Category: [Household / Furniture](#)
Qty available: 30
Offered by: Robin-O-RGH-4
Current bid: 7cr
Item location: Residential Block
 808, RGH Sector ([map](#))
Delivery: [Daycycle Delivery](#),
 Personal pickup
Payment accepted: ME Card,
[PayNow](#), Plasticreds

Never be caught without enough furniture again. Insta-Dorm is a quick and easy substitute for real furniture. You can cheaply redo your apartment on an INFRARED budget, or have a full set of furnishings while on the go. Just toss an Insta-Dorm cube on the ground, and you're ready to settle down! Proprietary MicroPump system inflates each cube to a full-size piece of furniture in seconds. UniCel structure increases comfort, allowing furniture to conform to the shape

of your body. Dissolves in soapy water for easy disposal. Each box comes with 30 chairs, five tables and 29 mattresses, enough for most any party or event. Available in Basic Black and Radiant Red. Please indicate your color preference and clearance with order.

Comment on this item:

Truly bizarre bazooka ammunition replacement. Try it!—Octobot
 Someone at the party gets stuck without a mattress.—hostess30

Customers who bought Insta-Dorm Inflatable Furniture Set also bought:

Insta-Meal Inflatable Food Cubes

GM ONLY! RED. 100cr/box of 64 2cm cubes; box is 8cm (about three inches) on a side. Any sharp impact (vehicular accidents, projectile weapon recoil, an overly exuberant pat on the back) causes a cube to inflate to full size within seconds. If the bearer is struck by an unexpected shock, call for a Power roll; failure means all of the cubes start inflating at once. Because each piece of furniture is basically a big balloon, it tends to drift aimlessly across the floor if not secured. Puncturing one causes it to zip around randomly as it deflates. In Zap games, the furniture is filled with hydrogen, which explodes if set aflame (O3M energy). (Eric Minton)



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It's the
BOLSHEVIST
thing!

AdSuit

Category: [Clothing](#) / [Commercial](#)
Qty available: 18,420
Offered by: BubbleCom HPD (a licensed HPD&MC service firm)
Current bid: 100cr
Item location: Tower 4, BubbleCom Executive Park, RGQ Sector ([map](#))
Delivery: Jackobot Express
Payment accepted: ME Card, [PayNow](#)

Welcome to the money-making opportunity of a lifetime! The AdSuit coverall employs state-of-the-art fiberoptic weaving to display animated advertising content from any one of BubbleCom's hundreds of service firm clients. Pick up an AdSuit and get paid just for wearing it! AdSuit rental contingent upon security check by BubbleCom. Renter liable for all damage to AdSuit.

Comment on this item:
 I like being able to get my money back after just wearing it for a day, but does it have to be so pink? The guardbots are giving me some very scary looks.—Trevor-R

Just takes a bit of hacking to broadcast a background blue glow. Or orange, yellow, etc. C-mail me 100 creds and I'll send you the code.—VatVatVat

Funniest thing ever is when you hack someone's datastream so his suit broadcasts commie propaganda! Man, that left me laughing for days!—CloneZone

Customers who bought AdSuit also bought:

QuietJoy Earplugs

GM ONLY! INFRARED. 100cr (refundable on return of jumpsuit). Shining images and ad copy scroll across the surface of this glossy pink jumpsuit, while a belt buckle-mounted speaker incessantly broadcasts tinny advertising jingles. BubbleCom deposits 10cr per hour of active daytime use into the wearer's account. The credits are licensed only to purchase items from BubbleCom's sponsors. The AdSuit has built-in passive RFID tags that BubbleCom uses to track the wearer's movements. If the wearer sits still too long, or ventures into deserted areas or Outdoors, this automatically deactivates the credit transfer until the wearer returns to travel in public areas. (Internal Security is rumored to monitor the firm's locator signals.) If the jumpsuit is damaged or destroyed, BubbleCom charges the wearer 1,000cr. (Eric Minton)

BacPacVac

Category: [Hygiene](#) / [Vacuums](#)
Qty available: 1
Offered by: Carol-G-MNT-1
Current bid: 41cr
Item location: Apartment 30, Kappa Circle, DVR Sector ([map](#))
Delivery: Rail Mail, Deliverybot, Personal pickup
Payment accepted: ME Card, [METro Checks](#), [Plasticreds](#)

Welcome! I am selling an authentic KleenFactory BacPacVac. This marvelous vacuum cleaner is in very good condition, showing only slight normal wear and a few scratches on the casing. Gets rid of dust, dirt, sand, grit, gravel, detritus and all manner of debris. Stores vacuumed trash in plastic bags lined with LeadLike to avoid contamination. Comes with an assortment of specialized vacuum heads, including paper shredder and crevice tool. I am selling off a number of useful household appliances, see my other auctions for details.

Comment on this item:
 Really does a number on dust and grit. Of course, what I actually ordered was an XTREEM-BURN Heavy Flamethrower. Funny how they look alike, especially when you put stickers on the vacuum cleaner that say 'XTREEM-BURN Heavy Flamethrower'.—VultureBoi27

Customers who bought BacPacVac also bought:

XTREEM-BURN Heavy Flamethrower

GM ONLY! ORANGE. 250cr. This powerful (and noisy) backpack-mounted vacuum, which bears a striking resemblance to a flamethrower, can suck up just about anything that'll fit through a three-inch diameter tube. The gun-like nozzle has a distressing tendency to suck up random forms and papers from halfway across the room. If you're feeling generous, it can even suck up poison gases, anthrax dust and other airborne hazards. In Zap play, the nozzle and tube are expandable, and can inhale larger objects such as chairs, bots and team leaders. (Eric Minton)



**DURABLE!
HEAT-RESISTANT!
AVAILABLE IN RED!**

SMOOTBOOT BY **RedNotDead**

Bedew Handwash

Category: [Personal](#) / [Hygiene](#)
/ [Miscellaneous](#)

Qty available: 1

Offered by: Hamble

Current bid: 2cr

Item location: KDH Sector ([map](#))

Delivery: Deliverybot

Payment accepted: ME Card

Cracked and painful skin? Grease and grime make it hard to pass the most basic of cleanliness inspections? Normal soap leaving your hands sticky and smelling like an INFRARED hygiene cubicle? Then look no further than the soothing, algae-based Bedew handwash—now with a hint of Acidophizz. A small drop rubbed over the hands removes dirt, grime and harmful bacteria, leaving your digits naturally fresh and moisturized.

Comment on this item:

My hands are soft and smooth...can't get enough of the stuff. If someone could just help me get past the securescan to let me back into my dorm.—Hugh-Y

Customers who bought Bedew Handwash also bought:

Bedew All-in-One Bodywash

GM ONLY! ORANGE. 30cr/bottle. This thick, clear moisturizing liquid does indeed remove all trace of filth from skin. However, over time it also removes fingerprints and hand lines. After about a dozen applications of Bedew, the citizen can no longer access anything through a palm scan, fails random IntSec fingerprint inspections and loses a certain amount of natural grip when seeking to gain traction while climbing. (Paul Baldowski)

Biometric Changer

Category: [Security](#) / [Face Recognition](#) / [Personal](#)

Qty available: 4

Offered by: fiddlerbot

Current bid: 2,640cr

Item location: N/A

Delivery: [Black Box Package Transit](#),
[Illuminati Nightcycle Express](#)

Payment accepted: [Payment++](#),
Unlicensed credits

It's even better than a universal key card! Attach flesh-colored diodes (they look like little bandages) to 11 specific points on your face, then clap twice to activate. Mild electric impulses draw your facial muscles together so your face matches one of the four baseline facial types used by biometric devices. Every door opens at your smile! Also fools face-recognition filters in security cameras. Masks are a thing of the past! Map of 11 facial points included.

Comment on this item:

Word of advice. Don't ever turn this on while other people are watching or you'll get labeled Mutie of the Month.—Harris-O

Customers who bought Biometric Changer also bought:

Relacks Facial Massage Gel

GM ONLY! INDIGO. 3,200cr. **Experimental (in Straight games)**. The diodes use electricity to stretch a face to resemble an eigenface, a generic 'protoface' used as a built-in baseline by many biometric and face-recognition devices. Make a hidden

All you need is...



HAPPINESS INDUSTRIES a PLC Service Firm

Stealth/Disguise roll to see if the PC places the diodes correctly; they cannot be removed without removing the skin underneath. Two claps, or any repeated distinct noises, activate the diodes. Changing the face only takes a few seconds but is as painful as getting a tooth pulled without anesthesia. A failed Disguise roll means the PC's new face matches no records in any database, and the face-recognition device notifies IntSec of an intruder. Malfunction: The diodes turn on and stay on, and even the character's closest acquaintances don't recognize him. (*Bill O'Dea*)

Eyeshutters



Category: [Personal](#) / [Treason Avoidance](#)
Qty available: 33
Offered by: Thought Surveyors (a licensed firm of Internal Security)
Current bid: 239cr
Item location: BRI Sector Internal Security Headquarters ([map](#))
Delivery: Rail Mail, [Sector Priority Delivery](#)
Payment accepted: ME Card, [PayNow](#), [Payment++](#)

Sometimes just witnessing treason is enough to get your next clone activated. Avoid unnecessary executions with Eyeshutters, new from Thought Surveyors! A tiny camera in the goggles sends realtime video to a specially trained off-duty IntSec officer. An officer who sees something treasonous activates the shutters to block out such disturbing and possibly life-threatening scenes. When you're asked 'What did you see?', you can answer 'Nothing' and prove it! Please note: Subscription service of 10cr/day required for activation.

Comment on this item:

Works just like they said it would. When my roommate tried rewiring the power in our dorm, I didn't see a thing. Now I got her bunk! Thanks, IntSec!—Notanarc

Customers who bought Eyeshutters also bought:

IntSec! Seasons 71 and 72

GM ONLY! INFRARED. 300cr plus 10cr/day. These goggles with tiny shutters on each lens work as advertised, although being blind in a treasonous situation may not be ideal. Characters may still be held responsible for not doing something to stop the treason, and fellow Troubleshooters may not like live video feeds to IntSec. In Zap style, there may be no IntSec officer on the receiving end; instead, the blackouts are random. Malfunction: Shutters open and close at random times. (*Bill O'Dea*)

False-Color Enhancer Goggles



Category: [Eyewear](#) / [Enhancers](#)
Qty available: 1
Offered by: koolmint004
Current bid: 101cr
Item location: DRE Sector ([map](#))
Delivery: Red Vulture Express
Payment accepted: [Payment++](#)

These goggles are absolutely great! False-color imaging shows up all kinds of details invisible to the naked eye. Not only have they helped me on the job in fixing lasers and repairing autocars, but I also spotted my roommate's cache of illegal drugs and unlicensed credits! I sell to bidders with positive approval ratings only.

Comment on this item:

These are sooooooo trippy.—rick53887

Customers who bought False-Color Enhancer Goggles also bought:

Extra-Retro Electro-Techno Audio Dance Mix

GM ONLY! RED. 600cr. This heavy, glassy visor completely covers the wearer's eyes. Its cameras, spectrometers and radiometers analyze and display everything in front of the wearer, blending textures, temperatures and electric charges into a paisley swirl of color. Once the wearer gets used to this display, it may provide a bonus (at your discretion) to all Stealth or Knowledge skill checks involving careful, up-close examination. However, while wearing the goggles the user is completely unable to determine the actual color of anything. (*Eric Minton*)

Flame-Retardant Undergarment



Guaranteed to prevent you from catching on fire. Wore this once and walked through a flaming cafeteria with no harm! Previous clone bought enough for my Troubleshooter team, but we never found our briefing room. Backpack power supply fits over all standard-issue clothes. Instructions included.

Comment on this item:

Works great. Buy this before they're all gone—Marshall-O-GGS-3

Category: [Clothing / Underwear](#)
[/ Fire-Resistant](#)

Qty available: 6

Offered by: Marshall-R-GGS-3

Current bid: 300cr

Item location: ASL Sector ([map](#))

Delivery: [PLC SupaExpress](#),
[Vulture Express](#)

Payment accepted: [ME Card](#), [PayNow](#)

Customers who bought Flame-Retardant Undergarment also bought:

[Bountiful Super-Absorbent Towels](#)

GM ONLY! RED. 250cr. This is long underwear with a hose connecting the neck to a small bag of water—the 'backpack power supply'. Capillary hoses run water from the backpack to the spongy garment. Once worn, it becomes extremely wet and stays that way for up to two hours. Water leaks from the sleeves and legs, and the wearer looks like he just took a dip in a pool, but it does reduce fire damage by two levels. Wearer must make a successful Violence/Agility check when performing complicated maneuvers (defusing bombs, shooting, walking and talking at the same time), or he slips and falls. Instructions say, 'Keep backpack full of water.' Malfunction: Water gushes from sleeves and legs. (*Bill O'Dea*)

Foamcrete Spray



Category: [Personal / Sealants](#)

Qty available: 24

Offered by: Diane-O-DRR-2

Current bid: 4cr

Item location: Apartment

0187/B, Housing Unit 5060,
DRR Sector ([map](#))

Delivery: [Sector Priority](#)
[Delivery](#), [Personal pickup](#)

Payment accepted: [METro](#)
[Checks](#), [PayUp](#)

This is a great all-around helpful product! Unfortunately I bought too many cans and have to unload the excess. Still sealed in original wrapping, never used! Nothing better for patching holes, sealing leaks, smoothing rough spots and roughening slick areas! Will refund your bid if you are not 100% satisfied.

Comment on this item:

Great for blocking up swinging doors. You can block sliding doors too, but it's easier to knock through the foamcrete that way.—ScaPeArTisTe

Customers who bought Foamcrete Spray also bought:

[LeadLike Paint](#)

GM ONLY! ORANGE. 50cr. Field weapon, O4W bio, three shots, no range. Each can contains enough foamcrete to cover a PC's limb. The spray expands to a half-inch layer of concrete when applied to a solid surface, then dries and hardens almost instantly. Spraying the stuff into the air (as, for instance, when you miss your target) causes it to puff up into hundreds of little concrete beads that clatter to the ground like marbles. When used to attack, a Wounded result indicates a layer of concrete has immobilized part of the target's body. You can use the Hit Location table in the *PARANOIA* XP rulebook to determine the affected body part. Malfunction: The nozzle gets twisted around or a stray air current blows the wrong way; in either case, the user accidentally sprays himself. Treat this as an attack on the user. Remedy: None (it's not actually damaged, so there's nothing to repair). (*Eric Minton*)

FORMica Floor Tiles (400-pack)



Category: [Home /](#)
[Furnishings / Surfaces](#)

Qty available: 78,348

Offered by: PermaKleen (a
licensed PLC service firm)

Current bid: 50cr

Item location: PLC Ancillary
Depot 2, GRX Sector ([map](#))

Delivery: [PLC Moderately Express](#)
[Mail Delivery](#), [RailMail](#)

Payment accepted: [ME Card](#),
[PayNow](#), [QwikCredit](#)

FORMica: The Wonder Substance!

Manufactured from recycled PLC forms, FORMica is tough, resilient, and infinitely moldable for every possible dorm use. These FORMica tiles will stand up to even the heaviest load without deforming or breaking, while their GlimmerGloss coating resists scrapes and cuts! Each tile measures .25m length, .25m width and .0025m thickness. The back of each tile has an InstaStik coating that adheres to any solid surface, letting you tile a room quickly and easily. Now available in an assortment of bright, appealing colors, including Reflective Red, Flat Crimson and Scarlet Swirl. Buy a 400-pack of FORMica Floor Tiles today! PLC and PermaKleen are not liable for any damages caused by use or misuse of this product.

Comment on this item:

Be careful, if you stick one onto your hand you may need a docbot to get it off.—Tamra-O

Great for changing the clearance of a corridor, either to let you cross it or to keep nosy INFRAREDs out of your business.—botbot214

Floor tiles don't actually change a floor's clearance. But I agree, it can be enough to fool guards that don't know the area.—Alexandra-G

**FAST
DELIVERY!**

THIS WEEK ON VTV

- ▶ Slugthrower vs. Laser rifle - live debate
- ▶ Daily updates from WMD's Vulture base
- ▶ Part 4 of 10: Lethal thumb grips



Stick a few of these inside your jumpsuit and you've got instant armor! It's better than kevlar!—KubiKill

These really are made from recycled forms. And they haven't even shredded them; scrape off the paint and you can read the forms underneath. You may even find some useful blackmail material if you're patient.—bluegoo

Most forms are filled by INFRAREDs, and what can you get for blackmailing them?—emerilla

Forms are color-coded, stupid quayle. Just keep an eye out for the high-clearance ones.—bluegoo

These really ought to be BLUE Clearance because of their surface-coloring potential, just like paint; they only got classified RED on a technicality, and that's bound to be reversed any day now. There's gonna be some seriously unhappy citizens when that goes down.—Corey

Customers who bought FORMica Floor Tiles (400-pack) also bought:

AmmoniaJet Paint Stripper Mark 9

GM ONLY! RED. 50cr/400-pack. The 50cm x 50cm x 25cm box is pretty heavy (90 kg) and bulky for the average Troubleshooter. A single block covers up to 25 square meters; laying this much tile takes over an hour for one person, and requires a Violence/Fine Manipulation roll for a nice, clean job. What good are adhesive floor tiles to Troubleshooters, you may ask? Creative PCs can find many possible uses, especially when a slipup in PLC gives them boxes of floor tiles instead of armor, weapons, food and/or fuel. (Eric Minton)

Fresh Foam



Category: [Personal / Hygiene / Chemical](#)
Qty available: 1
Offered by: Oscar (154)
Current bid: 5cr
Item location: BIN Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [ME Card](#), [PayNow](#)

Briefing call early this morning—didn't find time for a full hygiene routine? Overslept and late for work—smelling like an INFRARED? Use the fully tested Fresh Foam—a powder spray you can apply even when fully clothed. The innovative ingredients combine with your natural body moisture to create a dry deodorant/disinfectant wash that offers instant hygiene on the go. Guaranteed absolutely safe and seeded with a reactivation inhibitor—brand new Hextrasol-8—to ensure all-day lockdown freshness and no powdery residue. Three great fragrances—Sea Salt, Kool Kelp and Supa Soap.

Comment on this item:

Three missions since I used the stuff I've still got hives and smell like a rancid kelp vat.—H8U

Customers who bought Fresh Foam also bought:

Instant Hygiene Grenade

Industrial Strength Spatula



GM ONLY! RED. 20cr. 10 applications/can. A citizen using Fresh Foam initially benefits from spot-on hygiene. However, the Fresh Foam may react with other liquids and chemicals when least convenient, causing noxious fumes, burning sensations, slippery skin and so on. Rumor has it Fresh Foam, combined with detergent in an Instant Hygiene Grenade, becomes mutagenic (mutagenic strength: really strong). *(Paul Baldowski)*

Hair-OFF



Category: [Personal](#) / [Hygiene](#)
Qty available: 28,809
Offered by: PharmaFill (a licensed PLC service firm)
Current bid: 20cr
Item location: Pharmaceuticals Storage Warehouse 139-44, PIR Sector ([map](#))
Delivery: [PLC Moderately Express Mail Delivery](#)
Payment accepted: ME Card, [PayNow](#), [QwikCredit](#)

Hair-OFF is the best depilatory on the market! Destroys hair on contact! Affected area remains bare for six to eight weeks. Excessive hair growth is a sign of Communism and Sierra Club involvement. Don't be hirsute. Use Hair-OFF!

(Available in aerosol or capsule form. Some users may experience allergic reactions or other minor side effects. Please remember to wear gloves when handling or using this product.)

Comment on this item:

Swap them for your bunkmate's Sleepy-Sleepy! Such fun! Ha Ha!—CloneZone

Customers who bought Hair-OFF also bought:

[FauxHair Follicle Replacement Therapy](#)

[All-Purpose Disposable MacroGloves](#)

[Stainproof Titanium Dentures](#)

UNUSUAL!

GM ONLY! Aerosol (10 uses): INFRARED. 20cr. Capsules (10-pack): RED. 20cr. Removes hair as advertised, but applying it neatly requires dexterity and luck. The user must make a Management/Hygiene or Violence/Fine Manipulation check; failure means the depilatory is sloppily applied, perhaps resulting in missing eyebrows or an unexpected mohawk. The capsule version is designed to be broken open, releasing a depilatory gel applied by hand. Note that this product also removes fingernails and toenails—hence the need for gloves. Swallowing a Hair-OFF capsule results in total loss of the consumer's hair and nails. Teeth, too. *(Eric Minton)*

HeliumTeela Boots



Category: [Clothing](#) / [Athletic](#) / [Shoes](#) / [Boots](#) and [Home-Arrest Monitors](#)
Qty available: 237
Offered by: Creche Academy for Exceptionally Bright Young Citizens (a licensed firm of PLC)
Current bid: 70cr
Item location: TWN Sector's Creche Academy for Exceptionally Bright Young Citizens ([map](#))
Delivery: [Daycycle Delivery](#), [PLC SupaExpress](#)
Payment accepted: ME Card, [PayNow](#), [METro Checks](#)

PLC's HeliumTeela. Overstock clearance, brand new and never worn. Your feet will thank you. Helps you walk, jump better. No longer with hydrogen so no fires. Available in PLC sizes 4, 4.5, 4.8, 6, 6.5, 6.5 1/2, 8, 9.5, 10.5, 14, 14.33r and IntSec widths P, C, M, B, T, TT, E and EE. Comes in all clearance colors with lower-clearance trim. Bidders must include PDC number in case shoes get lost. Please add 10cr if you want laces.

Comment on this item:

Why can't PLC make boots in 8 1/4? Some of us citizens have unique feet sizes!—VulturesAreGo

Man, I was dancing on the ceiling! It was fun while it lasted!—Richie07

Customers who bought HeliumTeela Boots also bought:

[RED Gym Ankle Weights](#)

GM ONLY! VARIABLE. 100cr. These are typical red boots with a stylized black 'T' on the side. The boots have 8cm-thick soles filled with UltraHelium, a gas much lighter than regular helium. (This is, of course, scientifically bogus, but offers the thin, chrome-like veneer of plausibility suitable for Zap games.) The design goal was to counter the citizen's weight to provide less stress on the feet. The reality is, a citizen's feet constantly try to float towards the ceiling. Walking speed is decreased because the boots won't touch the ground as often, and long jumps or falls result in the wearer hanging upside down from the ceiling. Hope no one mistakes that for a mutant power. That would be wrong. *(Bill O'Dea)*

Hygiene Attachment Kit



Category: [Personal](#) / [Hygiene](#) / [Travel Kits](#)
Qty available: 10
Offered by: mean_n_clean
Current bid: 58cr
Item location: WTU Sector ([map](#))
Delivery: [Daycycle Delivery](#), [PLC](#)
[Moderately Express Mail Delivery](#)
Payment accepted: [ME Card](#), [PayNow](#)

Unique item! Set of six attachments for improved hygiene. Connects to standard HK-5600 laser barrels as power source. Keep clean in the field without using complicated Power Services outlet adapters. Reroutes barrel power so no accidental shots; just pull trigger to activate attachment. Conforms to Hygiene Mandates TMHP71.229/A through TMHP71.236/G.

Comment on this item:

Sure! Having a hole in your head is great hygiene. No thanks!—pwr2ppl

Back in my day, we didn't have these fancy gadgets to keep clean. We were issued one tube of all-purpose gel and a torn rag, and we liked it!—Zeke-Y-JJD-6

Customers who bought Hygiene Attachment Kit also bought:

Junior Citizen FunTime Attachment Kit

Biodegradable Cranial Bung

GM ONLY! RED. 60cr. Includes toothbrush, ear wax remover, nose hair trimmer, tongue scraper and electric razor. This set of long, thin brushes clips onto the bottom of a weapon barrel, like a brushy bayonet, and taps into its power. As long as the barrel is connected to a pistol body, attachments work as advertised. Lasers cannot fire until the attachments are removed, and their use drains shots from the barrel at whatever rate you decide. In Classic and Straight games, improves results of Hygiene rolls at your discretion. In Zap games, the attachments can be weapons themselves ('I slice him open with the nose hair trimmer!'), and may not be allowed aboard public transit vehicles. Malfunction: The attachment wasn't clipped on properly and the laser fires. (*Bill O'Dea*)

HypnoCard



Category: [Personal](#) / [Psychoactive](#)
Qty available: 1
Offered by: Dakota-B
Current bid: 480cr
Item location: LZE Sector ([map](#))
Delivery: [Blue Vulture Express](#)
Payment accepted: [Payment++](#)

Great way to get past traitors! Used by IntSec Investigators to bypass treasonous sentries. Now you too can slip past just about anyone to get where you need to go! Wave it around like a ME Card, and you can bet every Commie will stop and look. Stops traitors in their tracks! You don't get too many of these on the open market, so grab it now!

Comment on this item:

Only works on citizens, not bots. No idea about citizens with cybereyes.—Alexandra-G

That would depend on the cybereyes. Anything that polarizes the incoming light would filter out some of the key psychoactive patterns. Most cybereyes, sure, and lots of other visual filters. I think a lot of IntSec and Vulture Warrior visors do this.—AlgaeBurn

Same with some multicorder filters, eh?—MemoMaxine

My roommate's been sitting on his bunk staring at his HypnoCard for the last three days. I don't think he's moved that whole time. What should I do?—Garry-O

turn him in for illegal possession of equipment above his security clearance—phonetag

Customers who bid on HypnoCard also viewed:

Polarized Goggles

GM ONLY! BLUE. 3,000cr. The soothing rainbow patterns on a HypnoCard slide right past the viewer's conscious mind and into the hindbrain. Anyone who looks at this shimmering credit card-sized rectangle must roll Stealth/High Alert; failure means the victim stares helplessly at the card, mesmerized by its shifting colors. The effect ends if the card is taken from view or if the target is struck by any attack, even those that do no damage. Other strong stimuli, like loud noises or close misses, give a new Stealth/High Alert roll to snap out of it. Provides a big bonus to Suggestion checks against a mesmerized target. It goes without saying the owner has no special resistance to his own HypnoCard! (*Eric Minton*)

Instant Hygiene Grenade



Category: [Hygiene](#) / [Emergency](#) / [Explosive](#)
Qty available: 1
Offered by: Smart Bomb Educators (a licensed Armed Forces service firm)
Current bid: 98cr
Item location: BPO Sector ([map](#))
Delivery: [Transtube Express](#)
Payment accepted: ME Card

Instant Hygiene Grenades are ideal for busy hygiene officers. This new 'every-citizen' functional munition made with the quality military experts already expect from Smart Bomb Educators. Pin included.

Comment on this item:
 Trouble with a persistent pursuer? Slap one of these down on the floor behind you and watch your worries slide away!—2Good

During a firefight I mistook one of these for a real grenade. My last clone did, I mean.—nearsight



Customers who bought Instant Hygiene Grenade also bought:

Instant Refreshment B3 Grenade

GM ONLY! RED. 100cr. O6S impact, 2m radius. Large metal cannister weighing 5kg. An IH grenade is nothing more than a high-pressure waterbomb with added detergent. Targets in the grenade's radius who try to move in the soapy water must succeed in a Violence/Agility roll or fall down. Slippery effect lasts the rest of the scene, or until a scrubot happens by. Affected targets automatically succeed in their next Hygiene check. (Andy Fitzpatrick)

Jelly Head



Category: [Personal](#) / [Environmental](#) / [Emergency](#)
Qty available: 1
Offered by: Jacque-Q
Current bid: 75cr
Item location: KSH Sector ([map](#))
Delivery: [Daycycle Delivery](#)
Payment accepted: [PayNow](#)

Never worry where your next breath is coming from. Breathable air is no longer a requirement. Against the advice of my associates I am making this great item available to everyone. A whole hour of fresh air in a solid state. Just slip the whole thing over your head and get going. Low oxygen? No problem. Poisonous fumes? Let a prepared citizen get the job done...YOU!

Comment on this item:
 Someone told me IntSec has a whole central office filled with this stuff, as it seriously limits sound waves.—Jasp-R

Sounds like a good target for a High Explosive round.—DefGuard

Does the goo impair vision? I'm assuming the goo fills the cube a clone puts over his head, so I'm thinking it must. I'm no expert, though.—Bill-O

Customers who bought Jelly Head also bought:

Ornamental Goldfishbot

GM ONLY! YELLOW. 300cr. A smooth-cornered, transparent cube with a sock-like, flexible neck that fits over a character's head. The Jelly Head contains a flammable, transparent, oxygenated gel that provides enough breathable material for about an hour, depending on levels of exertion. The user can travel through low oxygen, high pressure and toxic environments without debilitating effect, as well as brief stints in vacuum. The plastic cube resists damage poorly. Donning the Jelly Head is psychologically unsettling (terrifying?), and extraction from it causes shock, vomiting and disorientation while the body recovers. Jelly Head cannot be reused. (Paul Baldowski)



Joyometer



Category: [Personal](#) / [Happiness Assessment](#)
Qty available: 48
Offered by: RGL_sector_sales (4387)
Current bid: 21cr
Item location: RGL Sector ([map](#))
Delivery: [Deliverybot](#)
Payment accepted: [PayUp](#)

Yet another fine product from RGL Sector R&D! Just catch a citizen in your Joyometer's viewfinder, and it assesses his Happiness Rating to six decimal places! Remember, happiness is mandatory! Buy yourself a Joyometer and monitor some happiness today!

Comment on this item:

hope the computer doesn't go for another tooth-dyeing initiative. got tired of having my teeth dyed all different colors, and when your teeth get dyed the joyometer says you're really unhappy. like, brainscrub unhappy.—cancerboi

Does the user need to be close up so only the face is in the viewfinder, or can it be used from afar?—Bill-O

Customers who bought Joyometer also bought:

SmileTime Mood Enhancement Serum (with Tartar Control)

GM ONLY! RED. 75cr. Looks like a sniper rifle with an enormous viewfinder, like those magnifying sheets used for reading small type. The viewfinder shows a highly stylized view of a smiling face, all lines and planes. Happy citizens have lots of energy and love to smile, smile, smile! Therefore, the easiest way to tell if a citizen is happy is to see if he's moving quickly and smiling. The Joyometer determines a target's Happiness Rating by monitoring these two factors, and it checks to see if a clone is smiling by evaluating his face for a high whiteness value—the teeth. It reads targets with poor dental hygiene as unhappy. Often assigned to Happiness Officers, who use it to determine which teammates need to be drugged or fined for insubordinate unhappiness. *(Eric Minton)*

Matter Printer



Category: [Printers](#) / [Experimental](#)
Qty available: 1
Offered by: [Unique Merchandise Consortium](#) (545)
Current bid: 32,000cr
Item location: ?? Sector
 (no map available)
Delivery: [Illuminati](#) [Nightcycle](#) [Express](#)
Payment accepted:
 Unlicensed credits only

New experimental prototype Matter Printer. Uses nanotechnology to build items one layer of molecules at a time. Just feed trash into the raw materials hopper to be broken down into its component elements, and the nanotech inside will convert it into anything on the menu! Contains a pattern library of over 200 useful devices.

Comment on this item:

should be perfect for getting rid of evidence, just feed it into the hopper—cancerboi

Customers who bid on Matter Printer also viewed:

Matter Printer Library Bonus Pack #1

GM ONLY! VIOLET. 100,000cr. **Extremely experimental.** Works as advertised. Large objects can take minutes or hours to extrude, and the printer can only create items that are mapped out, molecule by molecule, in its pattern library. Most patterns in legitimate libraries are useless junk like desk calendars, staplers and keychains; secret societies have hacked in patterns for weapons and explosives. Spits out heaps of powdery dust that aren't used in the finished product; this can clog delicate machinery and short-circuit electronic devices. If told to build a sophisticated device like a tacnuke but not given the rare elements it needs, the Matter Printer cannibalizes its own innards for those elements until it breaks down and/or blows up. If someone tries to edit a pattern in the library, make a hidden Software/Programming check, then have something horrible happen. *(Eric Minton)*

MemoMax Emergency Upload Helmet



Sometimes you don't have immediate access to The Computer's wonderful cloning technology. Maybe you're in the Outdoors or the Underplex; maybe you're under radio silence; maybe you're just lost. No matter the reason, you have to get by without backup. What do you do when a teammate with vital skills dies and you can't get his next clone? You DIE!—unless you have a **MemoMax Emergency Upload Helmet!**

Category: [Hardware](#) / [Neurological](#)
Qty available: 1
Offered by: HPD-MindLabz (a licensed HPD&MC service firm)
Current bid: 3,000cr
Item location: HPD Access Tower 1, MXB Sector ([map](#))
Delivery: [Daycycle Delivery](#)
Payment accepted: ME Card, [QwikCredit](#)

This marvelous device copies the wearer's entire brain engram to an electronically readable form. Put it on your dead buddy, plug it into your PDC or multicorder and start it up! You'll have your teammate back online within minutes! No enterprising Troubleshooter team can go without this must-have item. Supplies are limited, so buy now!

Comment on this item:
 Help! My name is Kevin-R-MWS-3, and I'm trapped in a PDC in RGR Sector! Get me out of here!—PDC_SERIES_1300_5431789

Customers who bought MemoMax Emergency Upload Helmet also bought:
[MemoMax Memory Modifier v1.12 \(Beta\)](#)

GM ONLY! ORANGE. 3,000cr. **Amazingly experimental.** This helmet covered with lights, dials, buttons and switches is designed for situations where there's no practical way to send in new clones in a reasonable time, yet the team needs access to everyone's skills even if someone dies. The helmet uses electronic needle probes and invasive nanobots to perform a destructive upload of its wearer's brain, converting his mind into an artificial intelligence (AI) that runs on a PDC, bot or multicorder. (This is best performed on someone who's already dead, because the wearer is definitely dead once it's done.) If the wearer has been dead more than ten minutes, brain damage results in a corrupted copy. Someone needs to oversee the process, making a Wetware or Cloning roll to ensure a successful upload. Failure means the clone's memories and personality are fragmented, corrupted or just plain gone. The player of the dead PC may now run his character as an AI, downloaded into the electronic device, until The Computer can send in a new clone. As an AI, the character may use any equipment available on the device; he listens through its microphone, talks through its speaker, sees through its camera eye, sends C-mail through its wireless connection, etc. A PC with appropriate Software specialties can even attempt to write code or hack into password-protected areas. When the PC's next clone arrives, the AI is probably allowed only a few pitiful last words before it's erased—unless a compassionate member of Corpore Metal decides to liberate the 'ascended' PC AI. (*Eric Minton*)

Power/Data Tap Positioning System

Category: [Personal](#) / [Maps & Directions](#) / [Lost Prevention](#)
Qty available: 7
Offered by: Metric Ton Of Prevention Ltd. (PLC license pending)
Current bid: 2,400cr
Item location: LPO Sector ([map](#))
Delivery: [Black Box Package](#) / [Transit](#) / [Postal Warbot](#)
Payment accepted: ME Card, [PayNow](#), [Payment++](#)

Never get lost again with the PDTPS. Connect to any PS54/g 5-prong power outlet or any TS3900 series data port. PDTPS reads unique power signatures and comp node pings to determine your exact location—sector, level, even hallway or room. Comes with rechargeable battery pack. Brand new and in original packaging. Must present proof of clearance upon ordering.

Comment on this item:
 Thank you for providing CompNode addresses in the device's OS. Oh, and don't use the transtube next Threeday.—w00ter66

I think mine's broke. What does, 'Location not found / Outside' mean?—Lamar-R-JTR-2
 Never mind. We figured it out, eventually.—Lamar-R-JTR-4



Customers who bought Power/Data Tap Positioning System also bought:

BLUE Neon Running Lights for F-Type Autocar CX

GM ONLY! BLUE. 3,000cr. The PDTPS is a rectangular palm-sized device with a small screen and two antennae at the top. When a PC uses the PDTPS, make a hidden Data Search roll. Success reveals an approximate location ('HRD Sector, Level 72, Corridor BF'); higher margins generally mean more detail ('HRD Sector, Level 72, Corridor BF, Room 1193-B, north corner, on the floor'), unless you decide otherwise. Failure reveals relative directions ('Left from GDD Sector and above some food vats') or something completely wrong ('80th floor, Petronas Tower 1, Kuala Lumpur, Outdoors'). A successful Software/Hacking roll reveals an accurate map for the entire sector. The PDTPS does not provide directions, only a location. Malfunction: Internal Security notices the tap and sends a squad to re-educate the citizen. (Bill O'Dea)

Pre-owned Brevet Badges  

Category: [Personal](#) / [Miscellaneous](#)
Qty available: 28
Offered by: _PLC (-2)
Current bid: 82cr
Item location: AKL Sector ([map](#))
Delivery: [Deliverybot](#), [Rail Mail](#), [Transtube Express](#)
Payment accepted:
[Plasticreds](#), [PayUp](#)

Filed your paperwork but lost your badge? No worries! Pick up a quick replacement without hassle or lines. Contact seller for availability of specific clearances and types. **DISCLAIMER:** Pre-owned brevet badges may only be used by citizens with appropriate brevet authorizations. Seller is not responsible for illegal use of pre-owned brevet badges.

Comment on this item:
 I think some of these badges have an embedded RFID chip that transmits an 'I'm valid!' signal—and it can be remotely deactivated when the badge expires. Others require a monthly renewal. A few expire and promptly explode.—5er

Don't buy from this guy. I ordered an ORANGE jackobot ownership badge from him last month and he sent me a BLUE travel badge! Got me terminated.—ZagsWill

Customers who bought Pre-owned Brevet Badges also bought:

Form Alteration Authorization Request Form

GM ONLY! Various clearances, not normally for sale. Starts at 100cr. These colored badges are issued with brevets (higher-clearance access that's temporary or only for a specific purpose, such as 'travel through a restricted area', 'food consumption' or—a popular reward for Troubleshooters—'weapon ownership'). Legally, the badge is merely a convenience for avoiding harassment; the wearer is still required to carry all brevet paperwork. Practically, security personnel often just check the badge—particularly when busy or bribed. Owners of brevet badges are supposed to return or destroy them once their brevet expires, but can make a quick credit by selling them instead. Owning an unauthorized badge is a Class MM treasonous offense (owning unauthorized equipment). (Style notes: In Straight play style, a citizen caught misusing an unauthorized brevet badge suffers an additional Probation penalty—he's threatening the integrity of the clearance system, which The Computer takes seriously. Modify the correction based on the usefulness of the brevet in question; after all, an illicit brevet to GREEN for the purposes of eating snack foods isn't as dangerous to Alpha Complex as an illicit brevet to travel in GREEN areas.) (Eric Reuss)

SmartPaper  

Category: [Stationery](#) / [Smart](#)
Qty available: 100
Offered by: Ngoma-Y
Current bid: 50cr
Item location: MOZ Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: [PayNow](#)

Great high-density, high-resolution data storage paper. Download text onto it from your PDC, or tap the activator patch to turn on the voice recognition software for instant stenography. Looks just like a regular sheet of paper! Perfect for when you don't have the right form handy, just download the form from PLC database. Microthin battery weave lasts for up to a year. Available in gray, pink, apricot and goldenrod! Indicate color preference with your order.

Comment on this item:
 briefing officer gave us mission info on smartpaper, it ran out of power right after we walked out the door. what a screwjob!—concrete402
 PURCHASE A SMARTPAPER STYLUS TO WRITE DIRECTLY ON SMARTPAPER FORMS ONLY
 100 CREDITS BUY TODAY—ADBOT11741



Customers who bought SmartPaper also bought:

[SmartPaper Stylus](#)

[SmartPaper Clip-On Battery](#)

GM ONLY! RED+. Cost per sheet: 10cr, plus 10cr per security clearance level above RED. Works as advertised. The voice recognition software will not recognize words that are unavailable at the paper's security clearance. Gauss guns and ECM scramble text on the page. When a sheet runs out of power or the correct code is tapped onto the activator patch, it goes blank. Pre-owned SmartPaper tends to run out of power at inopportune moments. (Eric Minton)

I am a seeking for

- Commies to kill
- Mutants to kill
- Traitors to kill
- Vulnerable targets

Sponsored by **HIRE N' FIRE** a licensed Troubleshooting Recruitment Agency

Tattoo-U Indelible Markers

Category: [Pigmentation](#) / [Personal](#)
Qty available: 10
Offered by: Dave-R-OBL-5
Current bid: 2cr
Item location: Apartment
 577, Residential Block 98,
 OBL Sector ([map](#))
Delivery: [Pneumatic Courier Express](#)
Payment accepted: ME
 Card, Plasticreds

These excellent black markers write on anything. No, I mean it: ANYTHING! Chemical bonding agents sink half a centimeter deep into plastic, metal and glass! Even works on skin. Nothing gets this stuff off short of a sandblaster. Chisel tips allow for thin or wide writing. Plastic body and AirSeal cap. Brand new, never used, still in original packaging. You pay own shipping. Thanks for stopping by!

Comment on this item:

Waited until my buddy Jake-R fell asleep, then wrote 'COMMIE' on his forehead in marker! He couldn't get it off, even tried sandpaper and acid! Eventually he shot himself in the head in lame attempt to burn it off! Ha Ha!—CloneZone

Customers who bought Tattoo-U Indelible Markers also bought:

[Simplified InfoGlyph Mnemonic Protocol \(SIMP\) Info-Stickers](#)

GM ONLY! RED. 6cr each. This stuff really does write on anything, and it really doesn't ever come off. In fact, the ink remains reactive for several hours, so it smears slightly when touched and bleeds through attempts to paint over it. Write 'Kill All Bots' on a wall, and when you come back later you might see 'Kwl AM Potzr!' (Eric Minton)

Visual Encirculator

Category: [Eyewear](#) / [Enhancers](#)
Qty available: 1
Offered by: GrabScan (204)
Current bid: 560cr
Item location: THX Sector ([map](#))
Delivery: [Yellow Vulture Delivery](#)
Payment accepted: [Payment++](#)

Most excellent new visor technology gives you 'eyes in the back of your head!' Built-in chip assembles composite environmental view from ring of 20 encircling camera eyes and feeds it directly into your optic nerve. Never get ambushed again! Seller not responsible for damage to merchandise or for harm suffered by purchaser.

Comment on this item:

Keep the optic nerve probes clean and well-oiled to avoid nerve damage and infection!—Wenchang-Y


Customers who bought Visual Encirculator also bought:

['You Are Here' Transparent Stickers](#)

GM ONLY! YELLOW. 1,100cr. These high-tech sunglasses, which wrap entirely around the wearer's head, give a variable bonus to all Stealth skill and specialty checks to notice things happening behind him. However, the Encirculator's all-around view and fisheye-lens distortion baffle and bewilder an inexperienced wearer; the poor fellow has trouble with distances and direction, to the point where he can't even be sure which way he's facing. All specialties involving gauging direction or depth perception are drastically affected; this includes most Violence specialties, making ranged weapon use a distinct danger to the wearer's teammates. Give the wearer information to match his skewed perceptions: 'The corridor appears to constrict as it continues, and it ends in a door that looks to be about a foot high. The door opens to reveal a tiny warbot. Maybe it's a model or a toy.' Getting used to this can take days of practice. Alas, Troubleshooters hardly ever have so much spare time. (Eric Minton)

PDC software—13 ADVANCED ITEMS!





QUIKLINKS

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[This section describes software for multicorders, bots and the Personal Digital Companion. As described in PARANOIA XP, the PDC is every Alpha Complex citizen's all-purpose cellphone, notepad, voice and data recorder, digital assistant and direct line to The Computer.]

CommieSpotter Face Recognition

Category: [Software](#) / [PDC](#)
/ Photographic

Qty available: N/A

Offered by: E-Verity Corp. (a licensed Internal Security service firm)

Current bid: 20 cr

Item location: N/A

Delivery: [Transtube Express](#)

Payment accepted: [ME Card](#), [PayUp](#)

Commies aren't like you and me, and it shows! Their deranged ravings permanently alter their facial structure in measurable ways. This is where CommieSpotter Face Recognition Software can help! We've refined our facial modeling analysis to the point where our software can identify Commies with over 70% accuracy, and that's a lot! Just point your PDC and take a picture, then let CommieSpotter take care of the rest.

Comment on this item:

Hah! This doesn't work! I took a picture of myself and it said I wasn't a Communist!—VodkaMan

Question: How easy is it to hack the database and add the photo of a teammate?—Bill-O

Customers who bought CommieSpotter Face Recognition also bought:

CommieAlert Emergency Signaling Unit

GM ONLY! YELLOW (in Straight games, RED). 100cr. The scientists who devised this software tested it on citizens suspected of Communism. These citizens were drugged and subjected to painful and demeaning tests, with the knowledge they would be terminated after the testing was complete. Though the software does work, it actually recognizes citizens gripped by extreme emotions while under the influence of tranquilizers. If in doubt about the accuracy of its photoanalysis, make an Arbitrary Justice roll. In Straight games, this software was ripped out of an INDIGO-Clearance comprehensive analysis suite and released as a deliberately faulty RED-Clearance program, purely to see who uses it and how. Its findings are inadmissible as evidence. This information is cleared GREEN. (Eric Minton)



It's the
COMMUNIST

File transfer interrupted...

BestDefense C-mail Filter



Category: [Personal / Software / Security](#)
Qty available: 1
Offered by: BobbieBot
Current bid: 860cr
Item location: N/A
Delivery: C-mail
Payment accepted: ME Card, PayUp, Plasticreds

Don't waste your time on 'official' spam blockers. BestDefense is the real thing: a C-mail filter that knows what to block and what not to. A unique SynthIntelligence algorithm recognizes spam for what it is, and kicks that garbage right out of your mailbox! Spam, viral marketing, viruses, worms and all of the other server trash can't match the power of BestDefense. It's worth every credit, so buy it now!

Customers who bought BestDefense C-mail Filter also bought:

NewME Identity Redesign Kit

GM ONLY! BLUE. 500cr. May be installed on any PDC. This classic Computer Phreak software intelligently filters out spam while, with equal intelligence, it recognizes mail that looks useful for blackmail purposes and copies it onto the Gray Subnets. (Eric Minton)

C-Bay Snipe-R



Category: [Software / Personal / Commercial](#)
Qty available: 1
Offered by: c4shphr33k
Current bid: 117cr
Item location: N/A
Delivery: C-mail
Payment accepted: ME Card, METro Checks, Plasticreds

No more worries about someone undercutting your bid. Now you have the C-Bay Snipe-R. It bids for you at all times, keeping you logged into C-Bay every instant of the day. Now you are the one sniping cheap bids from other clones. You will not know what to do with all of your inexpensive merchandise!!!

Comment on this item:

Filthy machines! Now we can't even shop on C-Bay in peace without them meddling!—John90332
These things can get pretty competitive with each other if two of them are bidding on the same item. I watched my bid go up by over 5,000 credits in three seconds. And that was for a six-pack of Extra Classic BBB.—Race-G

Customers who bought C-Bay Snipe-R also bought:

QwikCredit Bonus Card

GM ONLY! BLUE. 1,500cr. This smart PDC program shops for you on C-Bay. It watches over items that you mark, then bids on them at the last second to avoid bidding wars. Setting the parameters properly can be tricky, requiring a Software check. The margin of success or failure determines the discount or surcharge obtained over the standard price: 0-10 is 20%; 11-15 is 50%; 16+ is [a whole lotta]%. (Eric Minton)

Equipment RFID Reader/Compiler



Category: [PDC / Additional Functions](#)
Qty available: 4
Offered by: humansfirst84
Current bid: 240cr
Item location: N/A
Delivery: C-Mail
Payment accepted: ME Card, PayNow

Troubleshooters only! You are bidding on automatic inventory scanning software for PDC series 1300. Run app and wave PDC over equipment to read the RFID tags. Creates text list of each item scanned in either .TXF, .XCR or .DXRTML formats. IntSec 4096-bit encryption prevents hacking lists. Scan ME Cards after each piece to create list of assigned equipment. List includes clearances. Speed up requisition process tenfold! I reserve the right to resell any item not paid for after seven days.

Comment on this item:

I don't know how our equipment guy found a tube of bot brain access plate solvent, but I'm glad he did.—Randall-R-DLS-3

Anyone else think it's odd that IntSec lent its encryption to this software?—trustno1butme

Customers who bought Equipment RFID Reader/Compiler also bought:

DXRTML Editor for the PDC Series 1300

GM ONLY! RED; legal only for Troubleshooters. 150cr. Scans the unique Radio Frequency Identification tag that should be embedded in all equipment. The generated list is accurate as long as the item being scanned is not within 1m of other items. Otherwise, the RFID signals get crossed and the reader misreads the signal ('Um...when did we get the Talking Plush Scrubot?'). If a ME Card is brought near the PDC, the card's owner is assigned the equipment; otherwise, the program assigns the equipment to the PDC owner. Use this as a rationale to assign or withhold any equipment you want. The software automatically relays all assignments to PLC or other responsible agency. Because the lists are encrypted, officials usually accept the assignments as accurate ('But the list clearly shows you requisitioned 500 pairs of ballet slippers. Where are they?'). The same goes for ME Cards; if more than one is too close, equipment is assigned to multiple characters. If a character forgets to turn off this program and wanders around Alpha Complex, he'll eventually have one huge list to account for. *(Bill O'Dea)*

inMote 

Category: [PDC / Peripheral](#)
[/ Experimental](#)
Qty available: 1
Offered by: [Virtex R&D](#)
Current bid: 40cr
Item location: [PKO Sector \(map\)](#)
Delivery: [R&D Special Delivery](#)
Payment accepted: [Payment++](#)

Why trouble yourself with physical input devices or voice recognition software that cannot guarantee 100% accuracy, especially in environments without adequate sonic control. When you absolutely have to get the job done whatever the situation, look no further than the inMote. Applied to the fingertips, the ultra-responsive, cutting-edge, smart technology handles virtual input instantly. Includes heads-up display contact lense—one size fits all.

Comment on this item:

o I drew the laser. Just when he least expected it I drilled Carl-U straight through the forehe—ad, then hid t

Customers who viewed inMote also considered:

INTERESTING

Virtual Correction Fluid

GM ONLY! YELLOW. 250cr. **Experimental.** A bio-adhesive attaches each dust-sized inMote smart-sensor to the fingertips. Once activated, the system functions

as a virtual input device, broadcasting typed output to any standard PDC within one meter, or to any device fitted with wireless input. Complex or lengthy input requires a Violence/Fine Manipulation check. Unfortunately, the activation process does not always work, either switching on or off, and connection to local devices may occasionally flutter among available targets. The oddest things can sometimes get typed entirely at random, and important records may accidentally find their way on to someone else's PDC. *(Paul Baldowski)*

Micromed 

Category: [PDC / Software / Medical](#)
Qty available: 2
Offered by: [Kill-Dare](#)
Current bid: 30cr
Item location: [ACK Sector \(map\)](#)
Delivery: [C-Mail](#)
Payment accepted: [QwikCredit](#)

Fully indexed and cross-referenced Punctilious Abridged Preventative Health database (approved by CPU Core Medical Commission) that puts the essential wisdom of the greatest medical minds of Alpha Complex at your fingertips. With docbots in high demand and medically trained personnel not guaranteed on all teams, the Micromed database makes field medicine a reality for you.

Comment on this item:

Once you've removed the spleen...what next? My software seems to have got corrupted by that last gauss blast.—Giglio-O

Knock 'em out and tie 'em up first—cause they won't let you near them once they see you've loaded up the Micromed.—Killium

Customers who viewed Micromed also considered:

SWZ Sector Multi-Functional Blade



[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

GM ONLY! RED. 120cr. A combination of clearance issues and medical minds too detached from reality makes the Micromed confusing for anyone without actual Medical skill. Given a quiet spot and a reasonably calm patient, an unskilled individual gains minor benefits to a base Wetware check. Someone with a smattering of knowhow can glean a larger bonus to Medical checks. Failure with any roll means something vital has been abridged from the relevant entries, making the situation far worse than before any procedure was attempted. You may wish to grant larger bonuses for the first few uses of the Micromed, to lull the players' suspicions and encourage them to court disaster. (Paul Baldowski)

Multicorder Digital Companion



Category: [Software / Multicorder](#)
Qty available: 2,300
Offered by: UltraVid (a licensed HPD&MC service firm)
Current bid: 100cr
Item location: UltraVid Service Center 2, NKN Sector ([map](#))
Delivery: Deliverybot
Payment accepted: ME Card, Payment++, [QwikCredit](#)

Overwhelmed by the wealth of multicorder options? Need help coordinating everything while you film a scene? Or do you just want someone to talk to about your art—someone who appreciates you—someone who understands?

We have just what you need in our Multicorder Digital Companion! This new software package turns your multicorder into an artificially intelligent assistant, advisor and friend! Every scene is better with the help of your MCDC. Buy one today!

Comment on this item:

run two or more of these on the same multicorder for extra fun!—bambot101

Customers who bought Multicorder Digital Companion also bought:

[MC Stentorian Voiceover Program](#)

GM ONLY! RED. 100cr. The recording officer will love this program...until it starts to get its own ideas about how to film the mission. Use the MDC as a rationale to gloss over multicorder stuff whenever you're tired of dealing with it. At first, the program just argues with the user about which filter to use, but it quickly graduates to making its own changes in the middle of a scene. Eventually the MDC starts to pan and zoom uncontrollably while yelling loudly about artistic theory, or it shuts down filming altogether in a fit of directorial pique. Just try to explain that to The Computer. (Eric Minton)

Password Master 3000



Category: [Surveillance / Security / Encryption](#)
Qty available: 10
Offered by: ShadyMan
Current bid: 5cr
Item location: NIX Sector ([map](#))
Delivery: [PLC Moderately Express Mail Delivery](#)
Payment accepted: [QuikCredit](#)

Why trouble yourself with remembering passwords? Worried someone is going to access your secure information? Constantly concerned about the safety of your PDC? The Password Master 3000 is a datachip with a 50cm plastic-coated neckchain, so you can keep your security information close. The datachip saves your passwords and secure encryption protocols. Unlimited password and encoding storage. Easy import, export and auto-update of all information. Buy now and you will receive resale rights to pass PM3000 along to friends and colleagues—free or for profit.

Comment on this item:

Is it true IntSec has a built-in backdoor?—obfuscator
 Yeah boy, I can hardly wait to buy from a guy named 'ShadyMan'.—HonestCitizen

Customers who bought Password Master 3000 also bought:

['Upgrade Your PDC for Microcredits' Ultimate Datachip](#)



GM ONLY! RED to own, BLUE to modify the built-in software. 10cr. The PM3000 software is little more than a modified database, with the addition of deeply hidden malware tied into an integrated wireless port that transfers the stored information to anyone carrying a Master version of the program. Breaking the encryption on the stored information requires a successful Software/Hacking check; a large margin of success, or a successful Data Analysis check as a follow-up, discovers the malware. A particularly skilled hacker could activate Master

functionality with a significant Operating Systems success, which could be pursued as an extended skill roll. PM3000 is the ultimate in insecure secure password encryption for the overly paranoid! (Paul Baldowski)

PDC Model 2020/b



Category: PDC / [Experimental](#)
Qty available: 24
Offered by: Syntelligent Systems
 (a licensed R&D service firm)
Current bid: 1,000cr
Item location: Syntelligent
 Systems, LAT Sector ([map](#))
Delivery: R&D Special [Delivery](#)
Payment accepted: ME
 Card, [QwikCredit](#)

Welcome to the future of personal data management! The new PDC Model 2020/b utilizes the latest in biosilicate technology to reach a new level of personalized artificial intelligence. This new, improved PDC can think and plan as well as any citizen or bot! Its memory capacity, processor speed and all sorts of other technical things far exceed those of your current PDC. Don't be left behind. Pick up your new PDC Model 2020/b today!

Note: Your new PDC Model 2020/b needs respect, discipline and trust to reach its peak potential. Requires monthly maintenance at your local Syntelligent Systems outlet. If you are promoted or demoted, you must come in for a mandatory upgrade or downgrade of your PDC Model 2020/b.



Comment on this item:

This thing is heavy! I hate having to drag it up and down stairs.—George-R

Oh, you say *you* hate it? Ow!—PDC Model 2020/b

I hear there's something so terrible inside these things that anyone who opens the casing without the proper precautions goes insane. Sounds crazy to me...—gyroscoper

Mine seems to know an awful lot about Communism. And it keeps talking about Communism. Now I know an awful lot about Communism. I think I'm in trouble.—pat5085

Customers who bought PDC Model 2020/b also bought:

PDC Model 2020/b Antigrav Attachment

GM ONLY! RED. 1,000cr. The result of one R&D service firm's desperate effort to cover up its research failures, each PDC Model 2020/b actually contains a dead citizen's living, preserved brain. The disembodied citizen, recently terminated as a traitor, has a direct neural interface with a real PDC, stuffed inside a wheeled square box with a voice synthesizer and life support system. Syntelligent Systems ordered him to pretend to be a biocomputer or else.

Design each PDC Model 2020/b as a character. Determine his skills, specialties, service firm, secret society and mutant power. Obviously, the bodiless character loses his Action skill specialties and metabolic (physical) mutations, but he keeps all Knowledge specialties and psionic (mental) mutations. He can train his owner in the use of action specialties and the like (at the usual Perversity cost). Unlike a bot, the brain has no asimov circuits, and so he can use his limited influence over his owner to attain whatever goals he may have. For guidance on what he wants, feel free to consult the accompanying table.

Anyone who pries open the case and discovers the secret brain also sees a warning label: 'If you tell anyone about this, your brain will become the next PDC Model 2020/b.' (Eric Minton)

Motivations of the PDC Model 2020/b

Roll 1d20:

1-5: Sincerely wants to help his owner succeed. As an experienced traitor, he knows this means ruining the rest of the team.

6-10: Sincerely repentant, he wants to serve The Computer. He presses his owner to 'do the right thing', and turns him in to IntSec for any infraction.

11-15: Still a devoted traitor, the character works to serve his old secret society.

16-20: The character has a hidden death wish. Roll again to determine ostensible motive, but whatever his conscious intent, he unconsciously aims to destroy himself and his owner. If you roll this result again, then he has an obvious, conscious death wish. He stops in the middle of traffic, rolls onto the third rail, tries to trick his owner into detonating that tacnuke and otherwise struggles to free himself from this horrific world. (Alternately, in Zap style, a result of 19-20 indicates this is the brain of an infamous Old Reckoning historical character, preserved for centuries by an ancient secret society and now loosed upon an unsuspecting Alpha Complex.)

Re-Sound



Category: [PDC](#) / [Security](#) / [Sonic](#)
Qty available: N/A
Offered by: Marble-O
Current bid: 405cr
Item location: N/A
Delivery: C-mail
Payment accepted: [PayNow](#)

Why worry yourself about being overheard, when you can guarantee your privacy with the noise no one hears. The Re-Sound software turns your PDC into your second-favorite friend (after You Know Who!) when your message is no one else's business. Just start the program and set the PDC down. Talk all you want, no sound gets out. Read my lips: No one need ever know what you say.

Customers who viewed Re-Sound also viewed:

SilentSnooze Night Cap

GM ONLY! GREEN. 500cr. The Re-Sound software downloads into the PDC's audio system. Activating Re-Sound creates a fizz of noise in a 5m diameter around the PDC. The generated white noise cloaks all sounds inside the effective radius from outside eavesdropping—though the effect is true in reverse, as users within the area of effect can't hear sounds beyond it. The dampening effect blanks out conversation and even muffles laser fire. Lip reading remains possible—but The Computer can't lip-read, right? Right, Dave?
 The Re-Sound program is insecurely written and a top target for Computer Phreak virus writers. An infected PDC records up to five minutes of sound, then relays it to a Gray Subnet dropsite. *(Paul Baldowski)*

Scrubby the Scrubot Virtual Assistant



Category: [Software](#) / [Personal](#) / [Smart](#)
Qty available: N/A
Offered by: HPD-MindLabz (a licensed HPD&MC service firm)
Current bid: 10cr
Item location: N/A
Delivery: C-mail
Payment accepted: ME Card, [QwikCredit](#)

Do you have problems operating your Personal Digital Companion? Are your writing skills not up to snuff? Schedules and quotas getting you down? Then you need the one invaluable resource that will make your friendly PDC even friendlier: SCRUBBY THE SCRUBOT!

Just load up this simple program, and you'll have an animated software friend for life! Scrubby pops up whenever you need help, giving you helpful advice with spelling, grammar, coding and finance! Scrubby is always there when you need him. Scrubby never tires of your questions. He'll be your virtual pal. Don't suffer for one more minute. Get Scrubby the Scrubot today!

Comment on this item:

I find Scrubby to be extremely helpful in learning to use this infernal machine. In my day, we didn't have Personal Data Whatsits; we had to remember all of our personal information by ourselves! You young ruffians have it easy, believe me.—Agatha-O-TTR-6

I see you're writing comments on C-Bay, Agatha-O! Would you like some help? Yes/No—Scrubby the Scrubot

Customers who bought Scrubby the Scrubot Virtual Assistant also bought:

Series 1300 PDC

Cone Rifle ECM Shells

GM ONLY! RED. 10cr. This PDC personality mod—a cheerful cartoon scrubot—pops up constantly, offering inane advice guaranteed to make the average Troubleshooter hurl his PDC into the nearest food vat. ('It looks like you're trying to write a confession, James-R! Would you like some help?') Can't be turned off without a full reinstallation of the PDC operating system. Scrubby gets snippy and high-handed with other bots and AIs, and becomes offended if you don't listen to his words of wisdom. When it gets offended, your address book gets scrambled and critical mail disappears without a trace. *(Eric Minton)*



DELETED FOR SECURITY REASONS

SecurServ Packet Sniffer

Category: [Security](#) / [Electronic](#) / [Software](#)
Qty available: 1
Offered by: [copyright](#) (102)
Current bid: 48cr
Item location: N/A
Delivery: [C-mail](#)
Payment accepted: [ME](#)
[Card](#), [Payment++](#)

This most excellent program watches over your data stream, keeping an eye out for unauthorized access to your PDC. If hackers try to break in, SecurServ will lock them out, while simultaneously sending you and The Computer a warning of this most grievous crime! Don't let anyone mess with your sensitive data. Buy SecurServ now!

Comment on this item:
 coder is teh n00b; i cut thru this liek lazer thru paper—m4dh4x0r

No defense against someone picking up your PDC and messing with it directly.—Sabah-O

BUY ORTHOGOLD HACKBLOCK 6.01 USES ADVANCED SCANNING ALGORITHM 200% SUPERIOR TO SECURSERV GREEN CLEARANCE ONLY 4000 CREDITS—ADBOT8082C

Customers who bought SecurServ Packet Sniffer also bought:

[QwikWipe Emergency Memory Eraser](#)



GM ONLY! RED. 280cr. Whenever someone tries to hack into the user's PDC, make a Software/Hacking roll to see if SecurServ spots the break-in attempt. If the attacker fails, SecurServ locks him out and loudly announces the attempt (and likely origin) through the PDC's speakers. (Rumors that Computer Phreaks routinely spoof the origin of their hacking

attempts, often appearing as one of the victim's companions, are above the PCs' clearance.) If the attacker succeeds, though, the PDC owner is assumed responsible for whatever the hacker did to his machine. After all, the PDC was secure, wasn't it? Did you not take all responsible steps to secure your PDC, citizen? (*Eric Minton*)

Thought Processor

Category: [Personal](#) / [Software](#)
Qty available: 1
Offered by: [Z-Box](#) (407)
Current bid: 50cr
Item location: [BTY Sector](#) ([map](#))
Delivery: [Pneumatic Courier Delivery](#)
Payment accepted: [ME](#) [Card](#), [PayUp](#)

If you don't have time to type, or you don't have a hand free, and you don't want to go with one of those voice transcribers that lets *everyone* else hear what you're writing... get yourself the Thought Processor. Paste the electrodes onto your temples, run through the five-minute tutorial, and you can start thinking your words right into the PDC! Comes with electrode input cables and a tube of conductive gel.

Comment on this item:
 great for secret messages—glycoGEN

How snozzin' secret can it be if you have ELECTRODES STUCK TO YOUR HEAD???—Tammy-Y

Customers who bought Thought Processor also bought:

[Mind Virus TreasonBlock.c](#)



GM ONLY! ORANGE. 100cr. Works just like voice-recognition software, except it recognizes thoughts instead. This is great until you try to write a sizable

document while distracted, at which point your subconscious thoughts start seeping in, inserting treasonous asides into your mail. If the user is even aware this can happen, he may make a Wetware/Psychotherapy check to compose his thoughts properly. Failure means his innermost secrets keep spilling out into the PDC; with a high margin of failure, he also mentally clicks the SEND button. (*Eric Minton*)

Bots and bot supplies—15 ITEMS!

FEATURED ITEM

Constructobot



Category: [Bots](#) / [Building](#) / [Construction](#)
Qty available: 1
Offered by: Tech Services Surplus, BDD Sector
Current bid: 55,001cr
Item location: BDD Sector ([map](#))
Delivery: [Blue Vulture Express](#)
Payment accepted: [PayNow](#), [PayUp](#)

Is your ceiling always collapsing? Got a wall that needs replacing? Do you live near a food vat, nuclear reactor or Troubleshooter Headquarters? For you BDD Tech Services Surplus offers the constructobot Mark 3, designed especially to repair damaged structures, walls, autoways, vat tanks and much more. The impressively large chassis houses a dozen different tool arms: hammer, masonry drill, electrosaw, screwdriver,

welding torch, megatrowel, tape measure and more! Built to withstand the rigors of heavy industrial work, the Mark 3 is made of toughened steel-polycarbonate alloy. Powered by both rocket boosters and tank treads, the constructobot can reach almost anywhere. Rebuilds shattered masonry with ease! Tackles busted infrastructures without a sweat! Central heating module not included. Serious offers only.

Comment on this item:

I sent mine out to get some spare parts and haven't seen it since. That was three years ago.—Ned

Customers who bought Constructobot also bought:

Tag-O-Bot Remote Control Unit

GM ONLY! GREEN. 65,000cr. Violence 8, Construction Work 12, Demolition 16. Has 12 long, extremely strong, multijointed arms with slots that accommodate a stunning variety of tools; four arms can be brought to bear simultaneously on any given target; tools generally deal W6K impact or energy damage, sometimes armor-piercing. Armor 4, hardened. Jackobot times ten, this refurbished tankbot can indeed fix all kinds of damaged building work. The only real problem is, its data storage and sensors were housed a little too close to its nuclear reactor and therefore don't work well—if at all. The bot has trouble differentiating among building materials, so it may try to build a vat out of frozen Cold Fun or repair a damaged wall with Troubleshooters.

The constructobot also has an egregiously limited memory. When alerted to a new job, the bot forgets its current task and moves straight to the new location, never to return. In Straight games, BDD Tech Services Surplus knows of this design flaw (Clearance GREEN). The firm conceals a locator beacon in the bot, finds it when it runs off, refurbishes it and sells it to someone else. (*Andy Fitzpatrick*)

QUIKLINKS

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EXTREMELY HANDY!

ATTENTION!

The creators of this advertising campaign have been discovered to be TRAITORS!

IMMEDIATELY clear your PDC cache of ALL text and graphics related to this campaign, per Internal Security order 211.03.14/1167, or face prescribed penalties.

BearerBot Mark 3b.4.1



Category: [Bots](#) / [General-Purpose](#)
Qty available: 1
Offered by: Morton (887)
Current bid: 900cr
Item location: Housing Zone 09:
 D2:01:0C, TTE Sector ([map](#))
Delivery: [RailMail](#), Personal pickup
Payment accepted: ME Card, [PayUp](#)

FOR SALE: one BearerBot Mark 3b.4.1, good condition, well trained. Can carry up to 5,000kg. 64 internal compartments hold all your gear and then some. Very loyal and dependable. Left leg shows repair scars but is fully functional. Please contact within 3 days of successful bid.

Comment on this item:

Be careful when telling a BearerBot where to put stuff. I pointed and told one to put a crate of Whitener Compounds 'over there', and it tried to put the crate halfway up the wall. Bleached half the barracks white. You have no idea how hard it is to get Tech Services to repaint a white wall!—gearchain17

It takes a while to convince one of these guys it's okay to bust some Commie heads. Trouble is, once you've done that, it thinks it's supposed to break everything.—Ricky-Y

Customers who bought BearerBot Mark 3b.4.1 also bought:

[QuietJoy Earplugs](#)

GM ONLY! ORANGE. 1,000cr. Violence 09, Unarmed Combat 13, Haul Heavy Load 15. Weapons: Big metal fist (S3K impact). Armor: 1. A squat, tremendously strong humanoid bot. The BearerBot is designed solely to carry large amounts of stuff. It's cheap because it has a low-grade bot brain; it can't handle complex commands and tends to take instructions too literally. (Eric Minton)

Bioscience-Engineered Attack Drone 'Bucky'



Category: [Bots](#) / [Combat](#)
 / [Experimental](#)
Qty available: 1
Offered by: GeneTechnics RND
Current bid: 2cr
Item location: FRD Sector ([map](#))
Delivery: [Transbot](#) / Buyer Pickup
Payment accepted: [PayNow](#), [Payup](#)

GeneTechnics (a licensed R&D research laboratory) takes its bot-design wizardry one giant step into the future with this first model of a prospective line of bioengineered bots: the Bioscience-Engineered Semiautonomous Attack Drone, affectionately codenamed 'Bucky'. A joint effort between genetics and bot scientists, this model and ones to follow combine the independent functionality of a bot with the flexibility and self-repair of a living organism.

'Bucky' is the attack drone of the future, and what's more, he's the attack drone you'll come to love. 'Bucky' responds to voice guidance or hand or other visual signals.

Shipped in large wooden crate. Purchase includes a 3-meter guidance lead.

Comment on this item:

I hear this thing's some genetic mistake the labs cooked up but decided to sell instead of recycling. I'd be worried about anything R&D thought was a failure.—Max-O

Nah, word is this really was part of a planned product line, but it got nixed by a High Programmer in Tech who was worried these things would threaten their bot-repair monopoly.—Bert-B

Customers who bought Bioscience-Engineered Attack Drone 'Bucky' also bought:

[Oranolox Pain Reliever/Wound Disinfectant](#)

GM ONLY! GREEN. 350cr (or whatever the buyer will pay, down to and including free). Armor: I1, ablative. Bucky is a 14-foot live alligator, cloned from an Old Reckoning genetic sample. Raised in an R&D holding pen, he is relatively docile and can be led on a leash, but is also lazy and takes every opportunity to nap. Loud noises, crowds of people and bright flashing lights upset him, as does disturbing his nap or failing to feed him. Suggested bite damage is W5K impact, although you should modify this as the situation demands; emphasize Maimed results. (Joshua Moretto)

Costin-U-MOR gives a whole new name to **COMPLEX!**
www.omegacomplex.com

Bot Brain Voice Interface

Category: [Bots / Bot Brains](#)
/ [Accessories](#)
Qty available: 1
Offered by: crashzero (56)
Current bid: 501cr
Item location: ARX Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [Payment++](#)

When you need to talk to a bot brain that doesn't have a bot housing, just plug the 64-pin sequential port cable into the brain's main interface port, set the emulator wheels to the correct state, engage the interface matrix, and the microphone/speaker box lets you chat away with the brain. Essential for interrogation of rogue bots enslaved to secret societies, or for emergency data retrieval from loyal bots demolished in the line of duty.

Comment on this item:
What a piece of crap. Whoever put this together had no clue about safety interlocks. Do you know how easy it would be to fry a bot's asimov circuits with this thing?—AlgaeBurn

Really? I'll take two.—CMIliberator

HANDY!

Customers who bought Bot Brain Voice Interface also bought:

[Bot Brain Display Case](#)

GM ONLY! ORANGE. 200cr. A wide, flat box covered in buttons, dials and readouts. A ribbon cable snakes out from one side. Attaching the interface to a bot brain requires a Hardware or Bot Ops and Maintenance roll; failure garbles the connection and may damage the bot brain. Success means the interface works as advertised, or (if the user desires) destroys the brain's asimov circuits. (Eric Minton)

Bot Repellent

Category: [Bots / Defense](#)
/ [Non-Recyclable](#)
Qty available: 21
Offered by: OriginalZilla (176)
Current bid: 2,000cr
Item location: Will reveal on purchase
Delivery: Personal pickup
Payment accepted: Plasticreds,
Trade for fissile material

Ever been stuck in a room because a paintbot repainted the only entrance? Subjected to a painful hygiene cleaning because a scrubot caught you on your way to the showers? Lost a firefight because a docbot doped you up so much you couldn't shoot straight? If you've ever wished there were less bots in your life, then you need Bot Repellent!

This amazing new spray is to bots what year-old vat scrapings are to people. They can't stand it! Spritz some on and watch them do a 180 to avoid you! Best of all, they can't detect it! Also works great as a deodorant. A MUST-HAVE FOR ANY BUSY CITIZEN!

Comment on this item:
I've avoided a dozen Scrubot Hygiene Inspections thanks to this stuff!—jigo55

Want to have some fun? Spritz it directly on the bot. It drives them nuts!—snafU

INNOVATIVE!

Better yet, spray it near some high-voltage wires. Anyone who walks by it is in for a shocking surprise!—deathboy

Customers who bought Bot Repellent also bought:

[Hand-Held Industrial Can Opener](#)

GM ONLY! BLUE. 500cr. Typically available only to IntSec and through the IR market, but occasional cans get onto C-Bay before IntSec shuts down the seller. Disguised as an 'Arms & Ammo Deodorant' spraycan, Bot Repellent not only masks a character's scent with the pleasant aroma of freshly ionized air, but its molecules produce static shocks. Though imperceptibly tiny to a human, these shocks make bots extremely uncomfortable, causing them to leave the area as fast as possible (or quickly finish up their current task first, depending on their orders). Citizens are unaffected (except for the occasional static electricity shock), but prolonged exposure can produce numerous funny glitches in electronic equipment. Bots without odor detectors can't determine the cause of their unease. Advanced snoopbots quickly deduce the cause, and other citizens may notice the connection between the smell and the retreating bots. An odorless version is available at five times the regular cost (Clearance INDIGO).
An average spray affects bots in a three-meter radius around the target for 15 minutes, although the smell lasts all day. The can has enough spray for six average uses. (Jeff Groves)

CloneBot Model 2AT



Category: [Bots](#) / [Support](#)
Qty available: 1
Offered by: Jack-V
Current bid: 391,000cr
Item location: NCE Sector ([map](#))
Delivery: Personal pickup
Payment accepted: [Payment++](#)

This bot is designed to provide replacement clones in difficult places—dead sectors, the Underplex and the Outdoors. Comes with a Class 393 bot brain (with class 102/a bot brain backup), six Model 208 Portable Clone Tanks and a CerebroTech Transportable MemoMax System. Built onto a RideRite Model 44Y transbot chassis modified for all-terrain movement.

Comment on this item:

Any reason why you can't bust into the storage area and take all its stuff?—anachronox

Well, if you're on a mission, it'll get mad, kill you and refuse to clone you again. And if you're not on a mission, it'll tell The Computer and you'll be busted to INFRARED. Your choice!—REDnails

Customers who bid on CloneBot Model 2AT also viewed:

Befriending Your CloneBot: A User's Guide

GM ONLY! INDIGO. 185,000cr. Management 04, Chutzpah 08, Hygiene 08; Violence 06, Projectile Weapons 10, Unarmed Combat 10; Wetware 14, Cloning 18. Weapons: Pneumatic equipment launcher (projectile weapon, O3K impact), giant metal feet (Unarmed Combat, W5K impact). Armor: 3. This enormous machine, practically a bus with legs, contains six clone tanks and associated MemoMax apparatus, enough to simultaneously clone a full Troubleshooter

team. However, it's quite conscientious, and won't let newly cloned PCs out of the tanks until they convince it they're loyal. Each clone tank is built into the CloneBot's outer wall, so imprisoned Troubleshooters can see outside and communicate freely with the rest of the team. They can even break out by smashing the glass wall of the clone tank, if they're willing to risk the painfully hefty fine for destroying valuable Computer property. Internal compartments contain extra basic gear, which it dispenses through a pneumatic tube. (*Eric Minton*)

Cutebot Creche Defender



Category: [Bots](#) / [Health and Safety Bots](#)
Qty available: 1
Offered by: Talia-Y-DAB-3
Current bid: 2,350cr
Item location: MFG Sector
 Clone Creche #29 ([map](#))
Delivery: [PLC Moderately Express Mail Delivery](#), [Pneumatic Courier Express](#)
Payment accepted: ME Card, Tech-licensed credits

HPD closed down our creche thanks to my earlier clone so everything must go. One used cutebot creche defender with original brain. Several stains on arm and chest but bot is clean and sterilized. Original programming intact but variables have been erased. Input names of Junior Citizens to protect, and it protects them very well. Comes fully loaded. Help me pay my fines, please!

Comment on this item:

I remember something like this when my first clone was in the creche. Mr. Happy was its name. Anyone know if that one is available?—Franklin-R-TFV

I grew up in EBR Sector, and we had a Mr. Happy too. I still remember when he took out that Commie attack squad. I wonder if that's why I have these nightmares?—queenstone206

Customers who bid on Cutebot Creche Defender also viewed:

The Little BLUE Transbot That Could (Turn In Traitors) Creche Book

Binary Blocks Set

GM ONLY! GREEN. 11,000cr. Violence 13. Armor 2, ablative. A cute (to the point of creepiness), fuzzy little bot that looks like a teddy bear with big eyes and a huge smile. The cutebot protects young citizens still in a clone creche. It's covered with soft brown velvet and it can sing, dance and otherwise keep children happy and entertained. When activated, it asks for the names of those it should protect. It cannot tell if these are children, adults or inanimate objects, but it treats them as young children (talks down to them, stops them from running with sharp objects, enforces naptime with sleep gas, etc). The bot's brain was previously used for guardbots and, unlike many bots, was chosen specifically for reprogramming. This is because the cutebot protects children against traitors as well as accidents. If the cutebot detects an armed threat against its 'children', it reveals hidden fangs and claws (S5K impact) and an energy pistol (W3K energy). In Zap games, it also reveals a gauss gun (W3K energy), a hand flamer (S3K energy), a tangler and a semi-automatic slugthrower with HEAT ammo (W2K impact). Malfunction: The cutebot decides the best way to deal with 'naughty children' is capital punishment. (*Bill O'Dea*)

Docombot

Category: [Bots](#) / [Misc](#) / [Experimental](#)
Qty available: 3
Offered by: Red-I
Current bid: 9,000cr
Item location: Vulture Squadron, Sector [DELETED FOR SECURITY REASONS] (no map available)
Delivery: [Green Vulture Express](#), Personal pickup
Payment accepted: ME Card only

Ever wished your combot could do more than just blow away traitors? Perhaps you've wondered if a docbot could do more than just amputate limbs and administer sweet, sweet medicine? Now you can stop wondering!

The docombot comes fully equipped with all the tools necessary for both vaporizing Commie mutant traitors and administering emergency health care. Fitted with double-barreled cone rifles, shoulder-mounted slugthrowers and a concealed belly flamethrower, the docombot can tackle Commies with ease.

Alongside this formidable weaponry is an array of surgical tools that would make any loyal docbot shine with pride. Diamond-tipped blades adorn the chainsaw attachment, ensuring swift, clean, fun amputations. Even more impressive are the special cone rifle dart rounds—perfect for speedy drug administration at a distance.

This is a once-in-a-lifetime opportunity to get your hands on the ingenious marriage of combot and docbot in one amazing automated friend. Both skilled surgeon and lethal death machine, this bot is the perfect accompaniment for the busy Troubleshooter or food vat technician.

Comes with two highly specialized bot personalities—Stormin' Norman and Florence. Manual override operated via remote control unit. Works a lot of the time. Quick sale wanted. Willing to accept reduced offers if you pick up the item yourself.

Comment on this item:

Be careful telling this bot 'Take care of him.'—CautionAri

Is it pronounced dock-em-bot or dough-kom-bot?—phonix872

Both of its personalities are asking me to disconnect the other. Does anyone know a good bot psychologist?—Freddy McClone

I'd just swap the two. Surgical combat precision and interesting uses for tranquilizers!—Tinkerbot

Customers who bought Docombot also bought:



'I Love Friend Computer' Armor-Plated Underwear

GM ONLY! BLUE. 35,000cr. Violence 08, Medical 15. Weapons: Cone rifle with three solid slug shells (projectile weapon, W3K impact, range 200m), slugthrower with solid AP ammo (W3K impact, armor-piercing, 3 shots, range 50m), flamethrower (field weapon, S3K energy, 10 shots, area 20m, spray). Armor 2. Combot chassis with docbot attachments retrofitted. Owing to its conflicting directives, the bot is prone to multiple personality disorder and self-loathing. 'Please don't ask me to shoot that guy! I don't want that vicious brute Norman taking over! Wouldn't you like your teeth flossed instead? Pleeasee! [sob]' You may wish to adjust the bot's skill and specialty ratings by personality currently in control. (Andy Fitzpatrick/Jeff Groves)

Psychbot

For enhanced happiness in the face of adversity, you require the services of a Psychbot. Each of our proprietary Psychbots will accompany you through thick and thin, easing your troubles and fears despite the treasonous efforts of Commies and mutants. Strengthen your sanity! Refine your rationality! Get a Psychbot today!

Comment on this item:

Therapy's a scam. It's just a way for The Computer to get in our heads. You know these bots just go and repeat everything to IntSec anyway.—trustno1butme

work!

everything your security clearance allows*



Radiation Indicator Badge
Only 70 credits!



*Subject to terms and conditions. Click [here](#) for details. (Full terms and conditions not available at YELLOW or lower.)

Customers who bought Psychbot also bought:

Happiness Drug Sampler

GM ONLY! YELLOW. 3,000cr. Management 07, Moxie 11; Pharmatherapy 10, Psychotherapy 14, Suggestion 10; Weapons: metal limbs (S6W impact); no armor. A humanoid bot with fragile metal casing and a neutral but sympathetic expression. The Psychbot follows its owner around and works to maintain his mental health. This involves lots of loaded questions, dream analysis and the occasional primal scream. Because a Psychbot knows nothing useful outside the domain of mental health, it never understands that a stealth mission to infiltrate a Commie base isn't the best time to start a group therapy session. (*Eric Minton*)

Pyrus-Class Warbot



Category: [Bots](#) / [Combat](#) / [Antique](#)

Qty available: 1

Offered by: CmdrSlam (292)

Current bid: 22,900cr

Item location: INDIGO Residence
Block SGS/993-4/B ([map](#))

Delivery: Direct (orders to bot) or Personal pickup

Payment accepted: [Payment++](#),
[PayNow](#), [PayUp](#), Trade

Vintage warbot Model 113-C—the most popular of the Pyrus-class warbots. A real collector's item! Completely refurbished, 'good as new'. Ammunition not included.

Comment on this item:

Ammo for the missile launcher can be hard to get through normal channels.—WarManiac

COME TO ALL-YOU-WANT-AMMO FOR ALL YOUR AMMUNITION NEEDS SECTOR KHR OFFICES 992.63/227.5—ADBOT77215

Customers who bought Pyrus-class Warbot also bought:

Oil (200-liter drum)

Really Really Old Radar-Guided Missiles (crate of 12)

GM ONLY! BLUE. 50,000cr. Management 02, Stealth 02, Violence 10 (Agility 01). Weapons: obsolete flechette blaster (S2D impact, 10m, spray, armor counts double); obsolete slugthrower (W3K impact, 50m); obsolete radar-guided missile (W2K impact, range 1,000m, area 20m, easily jammed); old yet still current flamethrower (S3K energy, 20m, area 20m, spray). Armor: 3. This clunky-looking combat (think of a 1960s Soviet tank in humanoid form) is dangerous, but nowhere near as effective as modern warbots. Though it has powerful weaponry, its targeting and armor are sub-par, its maneuverability atrocious and the original bot brain antiquated. Many Pyrus-class warbots verge on senility, and may follow rules and regulations decades out-of-date—or (in Zap and Classic games) just reminisce about the good old days and grump about disrespectful young'uns. ('I can't go faster! My treads hurt like the dickens! Would someone oil them? You kids, always rushing...in my day people really *knew* how to fire a laser!') (*Eric Reuss*)

Queuebot



Category: [Bots](#) / [Personal](#)
/ [Time Saving](#)

Qty available: 1

Offered by: Triple M Used Bots

Current bid: 3,620cr

Item location: MMM Sector ([map](#))

Delivery: [Daycycle Delivery](#), [PLC](#),
[Moderately Express Mail Delivery](#)

Payment accepted: ME
Card, [QwikCredit](#)

Standing in lines is fun, but what happens if a Commie plot forces you to be in two places at once? Introducing Queuebot, the little bot that stands in line for you! A quick swipe of your ME Card gives Queuebot the data needed to hold your place in line. Simply bring Queuebot with you, get in line, switch it on and walk away! It even keeps your place secure by warning others not to cut in front of it! New treads and upgraded processor makes this like new, only better!

Comment on this item:

Citizens should buy several. Don't forget to swipe your card.—fr33km0mm33

Customers who bought Queuebot also bought:

Know Your Way Around the Form Request Form by Sammy-Y

GM ONLY! ORANGE. 1,500cr. Queuebot, a two-meter tall lightpost with treads, can move along with the line and announce to others it's holding its owner's place, but it has no arms, weapons or other way of stopping people from cutting ahead in line. It also cannot read security clearances. In Straight games, this usually means the Queuebot politely points out how line cutting, though permitted by citizens of higher clearance, is still bad manners. In Classic games, the bot cites (in an ominously unemotional tone) the laws and regulations the individual is violating. In Zap games, those upper-clearance citizens get annoyed at a bot screaming in their face, 'Traitor! No one cuts in front of Sarah-O-LLG-2 and lives!' If Queuebot reaches the front of the line before the owner comes back, it tries to hold up the line until he returns. Whether QueueBots are actually legally entitled to hold places in line is information available at Clearance GREEN. Because

the Queuebot holds a character's ME Card data, it also leaves the character vulnerable to identity theft. Let's hope the bot is still there when he gets back. *(Bill O'Dea)*

Robutler Model 104n/CCL



Category: [Bots / Household](#)
Qty available: 1
Offered by: Randi-B
Current bid: 1,251cr
Item location: CCL Sector ([map](#))
Delivery: [Black Box Package](#)
[Transit](#), [Postal Warbot](#)
Payment accepted: [Payment++](#)

For auction is one Model 104n/CCL Robutler in very good condition. Among the most sophisticated housebots of its time, the 104n/CCL compares favorably with the best bots on the market today. Uses a Class 4 bot brain with rot7/A operating system. Functions include light household cleaning, apparel selection and aid, food preparation and general hygiene. Will ship anywhere in Alpha Complex. Bidders with negative feedback please contact me before placing a bid. Thanks!

Comment on this item:
 My ME Card disappeared! I think the courier must have swiped it. Don't trust BBPT. I may sue!—Kalipso

Dude, I doubt you've got high enough security clearance to even know what that means.—yellowsmoke

Customers who bought Robutler Model 104n/CCL also bought:

Property Patrol Theft Insurance

GM ONLY! YELLOW. 3,000cr. Management 09, Bootlicking 13, Hygiene 13, Stealth 07, Concealment 14, Sleight of Hand 14. Weapons: various limbs (S5K impact); Armor: None. A highly competent valet and majordomo, the Robutler Model 104n/CCL keeps perfect track of its owner's possessions. In fact, it keeps track of everyone's possessions, and will pick up anything that's not nailed down and hide it in one of its many internal compartments. Its kleptomaniac cannot be removed without weeks of bot therapy or damage to the bot brain. *(Eric Minton)*

SkeetRat 1.0



Category: [Bots / Entertainment](#)
[/ Combat](#)
Qty available: 3
Offered by: MacCyber (a licensed Technical Services firm)
Current bid: 120cr
Item location: PLC Depot
 4, UNR Sector ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted: [ME Card](#),
[METro Checks](#), [PayNow](#)

Need target practice? Get **SkeetRat!** **SkeetRat** is quick, sharp and sleek! **SkeetRat** skitters, scuttles and scurries! **SkeetRat** has evil glowing red eyes, just like a Commie! **SkeetRat** dodges your shots as fast as the slickest mutant traitor! **SkeetRat** hides in corners and leaps from the shadows! Nothing sharpens your marksmanship like **SkeetRat!**

For your purchase, you will receive one stainless steel SkeetRat with remote control. Battery not included. MacCyber not liable for damage caused by SkeetRat.

Comment on this item:
 This thing drives my poor petbot absolutely crazy! He just keeps barking and barking all night.—lola

Aaaagh! Aaagh! Get it off me! Get it off me!—guest

Customers who bought SkeetRat 1.0 also bought:

SnapTrap

GM ONLY! RED. 450cr. Stealth 08, Sneaking 12, Violence 08, Agility 12; Weapons: Stainless steel teeth (S5M impact); Armor 1. A small, toothy, armor-plated robotic rat with an antenna for a tail. An incredibly stupid bot, the SkeetRat has no mem card ports; it's only good for target practice. All it knows how to do is to run, hide, gnaw and attack when cornered. Once it bites, it won't let go. Happily, in this situation it's easy to shoot; a miss means the rat's victim may be hit instead. The remote control has just two buttons: one to switch the bot on and off, and one to recall it to the user. Unfortunately,

kill!
 everything your security clearance allows*
 Laser Pistol
 Only 90 creds!
 eBay

*Subject to terms and conditions. Click here for details.
 (Full terms and conditions not available at YELLOW or lower.)

SkeetRat's antenna is usually the first thing to get shot off (especially likely when it's attached to a PC's arm), at which point it no longer responds to the remote. It promptly hides in a power conduit or its owner's bed, where its proclivity to gnaw may bring unpleasant consequences later in the mission. *(Eric Minton)*

'Sniffer' Petbot Mk 5



Category: [Bots](#) / [Non-Humanoid](#) / [Recon](#)
Qty available: 1
Offered by: Allen-X
Current bid: 450cr
Item location: [GPS Sector](#) ([map](#))
Delivery: [R&D Special Delivery](#)
Payment accepted: ME
[Cards](#), [PayNow](#)

The 'Sniffer'—latest in the advanced Petbot line—incorporates advanced stealth technology and recon protocols, to provide a superb support unit in a pressurized enemy environment and a reliable, comforting friend to relieve naturally accrued stress levels without recourse to medication. Incorporates an advanced internal power cell and static capacitor backup.

Customers who bid on 'Sniffer' Petbot Mk 5 also viewed:

Scoopbot

GM ONLY! YELLOW. 2,000cr. The Sniffer Petbot is a sturdy four-limbed poodle-shaped bot with Armor 2 and a nasty nip (Bite 12, S5W impact). The bot sports stealth pads and hardware mufflers (Stealth 08, Skulk About 14). It records audiovisual input and chemical sensor readings (range 100m).

The bot also carries a dozen remote surveillance relay limpets—fist-sized, cone-shaped devices ejected just beneath the tail. The relay limpets provide motion and chemical detection to a range of 100m, and send the bot's accumulated data to any standard multicorder, even those beyond standard effective range. With all relays laid, the bot can roam more than a kilometer from base and still supply sensor feedback. The relays are prone to interference and jamming. Each has an experimental micro power cell that explodes like a grenade (W3K impact) if thrown against a hard surface or hit by weapon fire. A Busted result on the petbot means all undeployed relays shoot out and explode, making the bot an uncontrolled grenade launcher. A malfunctioning petbot fixates on a specific random chemical and tracks it with unwavering intent, leading the owner on a merry chase. *(Paul Baldowski)*

T-99 Bodyguardbot



Category: [Bots](#) / [Combat](#)
Qty available: 1
Offered by: Miranda-B-GOS-4
Current bid: 6,002cr
Item location: [MIQ Sector](#) ([map](#))
Delivery: [Green Vulture Express](#), [Transbot](#)
Payment accepted: ME
[Card](#), [Payment++](#)

Feast your eyes, citizen, on this marvelous guardbot! The 'Titanium Tetra' T-99 Bodyguardbot defends you tirelessly and without fail. It comes equipped with several handy weapons systems, and it's dedicated solely to your protection. The T-99's state-of-the-art Class 5c/9.7 bot brain handles most any problem with split-second accuracy. Used, but in excellent condition; damage to the chassis has been repaired by the manufacturer. You won't regret this fantastic offer. Postage not covered by the cost of this auction.

Comment on this item:

Heard they discontinued the whole bodyguardbot research program when the Armed Forces got offended (and offensive). Don't let this thing parade around a bunch of Vultures, and don't expect to find replacement parts easily.—Insider42

Customers who bought T-99 Bodyguardbot also bought:

Funeral Gift Pak

GM ONLY! GREEN. 8,000cr. Management 07, Cast Blame for Mayhem on Owner 13; Stealth 08, High Alert 12, Surveillance 12; Violence 10, Hand Weapons 14.

SCARY!

Weapons: energy pistol (W3K energy), neurowhip (S4M energy), truncheon (S5K impact). Armor: 1. The T-99 takes its bodyguard duties seriously; you might call it overprotective. Also homicidal. Anyone who even looks at its owner the wrong way risks a pre-emptive strike, which it justifies *post hoc* as a logical consequence of its owner's commands. The bot's rationalizations don't help get its owner off the hook, and may well put him in a worse position than a mere physical attack ever could. *(Eric Minton)*

fun!

everything your security clearance allows*



Petbot
Only 1100cr!



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(Full terms and conditions not available at YELLOW or lower.)

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Vehicles—9 FAST-MOVING ITEMS!

FEATURED ITEM

Luxury Time Yacht



Category: [Vehicles](#) / [Multi-Personnel](#) / [Misc](#)

Qty available: 1

Offered by: Unique Merchandise Consortium (545)

Current bid: 97,000cr

Item location: ?? Sector
(no map available)

Delivery: [Illuminati Nightcycle Express](#)

Payment accepted:

Unlicensed credits only

Now available: one Luxury Time Vessel! Seats six in perfect comfort. Fully equipped with dark brown pleather couches and fully stocked minibar. Advanced chronoptic guidance systems and sensor array controlled by friendly and knowledgeable bot brain. Prototype for cutting-edge Time Force designs, but now available for personal use. Be the only private citizen in Alpha Complex to own your very own Time Machine!

Comment on this item:

Ridiculous! The Jaeger-V Hypothesis strictly denies the possibility of time travel.—Jaeger-V

Maybe so, but then how do you explain the Time Force? Do you really think the Armed Forces would be spending billions of credits on a hopeless boondoggle?—trustno1butme

Do I even need to answer that?—bluegoo

Customers interested in Luxury Time Yacht might also be interested in:

[Miniaturization Suit](#)


[Dimensional Portal Mark 2](#)

GM ONLY! VIOLET. 100,000cr. Bot brain has Management 12, Chutzpah 16, Stealth 10, Surveillance 14; Wetware 12, Pharmatherapy 16, Suggestion 16. A flashy, tacky Hollywood-style time machine—*Barbarella* meets *The Jetsons*. Time travel may or may not be possible, but this particular time machine is a total scam. The bot brain uses time-lapse imagery to create the illusion of time rushing by on the viewscreen. In the lab, it gets backup from scientists desperate to pass off their work as successful; in the characters' hands, it has to make do by wafting hallucinogens into the air and trying to convince passengers they're really back in the Cretaceous. Is a high-clearance NPC aboard? Does he have a stake in proving the machine works? If so, sharp PCs should work hard to convince each other that yes, those scrubot-looking things really are dinosaurs. (Eric Minton)

A working time machine?

Maybe Alpha Complex really *does* have a working time machine. This entails a mission all to itself, if only to let the players pop a few days into the future and pick up the numbers for the next MMJ Sector Lottery. We don't have room to include all the information you'd need for such a mission, but we're sure to publish some Zap-style time travel missions one of these days. If we remember. The most important elements:

- 1: **'Can we stop and ask for directions?'** Time machines should be erratic at best, sending the players off to the next millennium rather than next Twosday. Never let the time machine become a reliable asset, if you let it be an asset at all.
- 2: **'There's no place like home.'** Other eras should impart as much fear and ignorance as Alpha Complex itself. If the players make it back to the Old Reckoning, they won't understand anything at all about how the society works. This goes double if they accidentally crushed a lemur back in the Cretaceous and now, having changed history, face a dystopian society of intelligent manic-depressive Confucian velociraptors in what should be 1950s California.
- 3: **'Never let them see you sweat.'** Don't get too worked up over the time machine's ability to bounce from eon to eon faster than you can think of creative ways to make the players suffer. Feel free to send the time machine back to the same dangerous era over and over again, or let it break down in the middle of an ice age. Or just have it materialize inside solid rock. New clones, please!



QUIKLINKS

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Cable Spyder



Category: [Vehicle](#) / [Multi-Personnel](#) / [Experimental](#)
Qty available: 1
Offered by: Hurts Fleet Surplus
Current bid: 5,650cr
Item location: DKL Sector ([map](#))
Delivery: Personal pickup
Payment accepted: [Payment++](#)

Forget the problem you had with traffic. This is the way to get around in the future. The future is here and you need to be with it or be not getting with it. Indeed, you are. And you can buy this now to end your traffic nightmares and get above it all. One previous careful owner.

Comment on this item:

It's not terribly useful for close spaces—not that it couldn't fire its grapples along the length of a narrow hallway, but if it can't get up high enough, any traffic underneath rams into the thing. Not that I know this personally (it was my team leader's fault).—Nocommentscurrently

Customers who bid on Cable Spyder also viewed:

[Original Indefatigable Webulator Suit](#)

GM ONLY! YELLOW. 30,000cr. **Experimental.** Armor: 2. The Cable Spyder looks like an enormous metallic acorn, with small plexiglas portholes and a single thick, clawed foot. Seats four comfortably, double if safety isn't a concern. The 'cap' of the acorn is a rotating outer case with four wide-bore cannons.

Occupants program the destination through a PDC-compatible port. Once activated, the Spyder launches a flexible grapple-line from one cannon, targeted at a nearby wall or solid surface. The opposing cannon does the same, in the opposite direction, creating an anchoring line. The Spyder then winches itself along this line, above ground traffic, the cannons taking up and feeding new line as needed. At the cable endpoint the unused cannons locate a suitable surface and fire another grapple-line. Once secured, the previous cable is sliced free; its oddly foamy material will decompose in about an hour. Then the Spyder climbs the new line. This process continues, like some arthritic web-slinging superhero-cum-vehicle, until the Spyder reaches its destination.

The whole contraption sways wildly and creaks ominously, making passengers suspect the thing could crash down into traffic. The cables are vulnerable to damage, and decomposition time varies worryingly. Falling grapple-cables may cause accidents or injury. Each cannon has separate manual controls, so multiple passengers must cooperate to deploy and cut lines. ('No! Don't press the button yet! It's not locked on to any—AAAAaaaaaaa...') (Paul Baldowski)

Crawler Seed



Category: [Vehicles](#) / [Kits](#)
Qty available: 2
Offered by: NanoTech Enterprises RND (a licensed Research & Design lab)
Current bid: 80,000cr
Item location: NanoTech Quarantine Unit 1, RGC Sector ([map](#))
Delivery: [R&D Special Delivery](#)
Payment accepted: [Payment++](#)

When you need to move through a ruined sector—its tubeways choked with rubble, its corridors full of tainted water or bad air—there's nothing better than a crawler. But how to fit a crawler through the passages you take to get there? Not impossible...if you have Crawler Seed!

Like all our Vehicle Seeds, the Crawler Seed uses advanced nanotechnology to build you a brand-new crawler from scratch! Once it's activated, nanobots swarm out and break down the surrounding material to construct the crawler molecule by molecule. Just plant it in a heap of rubble, turn it on and let it go!

Comment on this item:

Even in a ruined sector, be real careful where you activate one of these. Set it up by a live power conduit, and the nanobots will fry themselves trying to eat the power cables. Put it near your own equipment, and the nanobots make a beeline for your PDC to get important rare earth elements.

And if you start it near a decommissioned reactor, your crawler will probably wind up radioactive.—Alexandra-G

Still, an interesting way to trash an entire area on a time-release schedule.—ticker

Customers who bought Crawler Seed also bought:

- [Flybot Seed](#)
- [Vulturecraft Seed](#)
- [Subsector Seed](#)

SOYLENT ENTERPRISES

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GM ONLY! GREEN. 80,000cr (in Straight games, 120,000). **Audaciously experimental.** Weapons: firethrower (S3K energy, 10 shots, range 20m, area effect (60-degree cone), spray); Armor: 4. The seed really works! Of course, it has to eat a lot of matter to do so, which can be bad news for characters who don't get out of the way. Rumors that the nanobots can get out of control and keep eating matter indefinitely, eventually digesting all of Alpha Complex, are of course entirely treasonous. Foreign nanobots, electromagnetic interference or other disturbances may cause the nanobots to make interesting mistakes in the construction process. The resulting tracked crawler is primitive, lacking a bot brain and many other amenities, but it's airtight, fully fueled and equipped with all the usual mechanical bits, so what else could you ask for? Getting the crawler out of the crater left by the nanobots may be awkward, and the places it goes rarely have refueling facilities. Speed of construction varies by style. In Straight, it can take days for the nanobots to slowly break down the surrounding area, leaving a broad crater heaped with powdery debris consisting of elements unneeded in construction. Classic vehicle seeds work much faster, possibly taking only a few minutes. In Zap, the vehicle pops out of the ground fully formed, though it may need watering and fertilizer. *(Eric Minton)*

DeltaWheel Class 3000 Autocar



Category: [Vehicles / Autocars](#)
Qty available: 1
Offered by: Anna-Y
Current bid: 14,000cr
Item location: Public Autocar
 Garage 605, PWK Sector ([map](#))
Delivery: Transbot, Personal pickup
Payment accepted: [PayNow](#), [PayUp](#)

For sale: high-quality, well-maintained autocar. Manufactured by DeltaWheel Industries PLC. Racin' Red paintjob with black trim. Friendly and cheerful attitude, stereophonic sound system, high-quality air recirculation and temperature control. May be charged at any convenient wall socket. Be sure to check all my auctions this week.

Comment on this item:

Why are you selling me, Anna-Y? I love you! *Please* don't make me go away!—DeltaWheel3000

Customers who bought DeltaWheel Class 3000 Autocar also bought:

[Fuzzy Dice](#)

['Aur-Frecheneir' Aerosol Spray](#)

FRIENDLY!

GM ONLY! RED. 14,000cr. Management 06, Provide Relaxing Driving Experience 12; Stealth 04, Shadowing 08, Avoid Heavy Traffic 10; Violence 05, Hit

Pedestrians 11. Weapons: hit and run (S4K impact, modify boost up or down based on acceleration). Armor: 1. This sleek and sexy autocar's bot brain is exceedingly friendly. It also can't cope with being left alone. It extends trips far longer than necessary, refuses to unlock its doors to let passengers out and follows the Troubleshooters around like a lost puppy. *(Eric Minton)*

LubriSkates



Category: [Vehicles / Personal / Non-Bot](#)
Qty available: 1
Offered by: Kent-Y-IOW-4
Current bid: 500cr
Item location: IOW Sector ([map](#))
Delivery: Deliverybot, Personal pickup
Payment accepted: ME
 Card, Plasticreds

One pair of LubriSkates for sale. Excellent condition, used for less than a month. Not damaged or faulty in any way, I simply don't need them any more after my promotion! Great for near-frictionless skating to work or for exercise in your local RED gymnasium. Comes with three LubRefills for each skate.

Comment on this item:

Great for shaking pursuit. I love watching Vulture Warriors sliding all over the place!—KubiKill

Leaves a real mess. Drives scrubots crazy. I'd call that progress.—trickwire45

If these skates are near frictionless, can you turn at all? Do you need to run for a bit, building up some speed before the lubricant works?—Bill-O

Customers who bought LubriSkates also bought:

[8003BH/77-b Voucher for Unhygienic Behavior \(pre-approved\)](#)

GM ONLY! RED. 500cr. Press a button on the side of one of these unusually broad boots and it starts to ooze a thin film of lubricant from the sole, creating a near-frictionless surface. Activating one or both boots permits a fluid skating movement, à la the Slippery Skin mutation. Using the skates under strenuous conditions calls for a successful Violence/Agility check to avoid a crash. Trying to switch the boots off also calls for an Agility roll to keep from falling down. Anyone else who tries to cross the lubricant trail skids helplessly unless he

succeeds in a Violence/Agility check; drivers must instead roll Hardware/Vehicle Ops and Maintenance. In Zap games, the lubricant is flammable, mutagenic, hallucinogenic or all three. (Eric Minton)

Mind-Controlled Wheelchair



Category: [Vehicles / Medical](#)
[Vehicles / Patient Mobility](#)
Qty available: 6
Offered by: Mobility Professionals (a licensed Technical Services firm)
Current bid: 1,700cr
Item location: Orthopedics-R-Us, EES Sector ([map](#))
Delivery: Deliverybot, PLC SupaExpress
Payment accepted: ME Card, [PayNow](#), Tech licensed credits

Introducing the first motorized wheelchair controlled by your mind! Ergonomic helmet reads brainwaves and responds to thought commands. Works for all citizens regardless of clearance, medications or brainscrubs. Now citizens with major injuries can still fight the Good Fight against the Red Menace. Battery pack good for 100 hours.

Comment on this item:

For good times, take the helmet off the chair and connect it to a wireless emitter. Get someone else in the chair, and put the helmet on your head. Ha!—BlueBishop

A guy doesn't have to be missing limbs to use this chair. SureSeal Tape will keep him in too.—happy_happy

Customers who bought Mind-Controlled Wheelchair also bought:

SureSeal Xtreme Tape

GM ONLY! BLUE. 1,500cr. A wheelchair with an electric-chair skullcap attached to a pole on the back. The helmet reads the brain's most basic impulses.

A character can control the wheelchair by thought unless stressed, annoyed, afraid, etc. Then the wheelchair ignores a character's thoughts in favor of the character's dark, subconscious id: It turns and runs from a firefight, aims right at food and water or tries to 'attack' another character ('Stop, chair! Go back! The Commies are the other way! Bad chair!'). If the player gets a 20 on *any* roll while in the chair, his character's id takes over until the helmet is removed. (Bill O'Dea)

FAST!

Mobile Residential Unit Model RF6



Category: [Vehicles / Residential](#)
Qty available: 26
Offered by: EconoGo PLC (a licensed PLC service firm)
Current bid: 25,000cr
Item location: EconoGo Lot 667, EEA Sector ([map](#))
Delivery: Personal pickup, [RailMail](#)
Payment accepted: [QwikCredit](#)

If you're on the go, go, go!, you need a Mobile Residential Unit! Combines all the amenities of an apartment with the smooth travel of an autocar! Let your MRU's bot brain guide you gently down the tubeway through the long, slow hours of the night. You awaken, refreshed, 20 sectors away! Model RF6 comes complete with ample sleeping facilities and other conveniences for a full set of six passenger/residents. Other models available; visit our other auctions or read our online catalog for details!

Comment on this item:

Tried to hook up a manual override so I could drive, but the brain freaked out and started screaming. Then it locked me in the bathroom. By the time it let me out the mission was over!—screwraker

Customers who bought Mobile Residential Unit Model RF6 also bought:

Bot Brain Auxiliary Memory Unit (Grade 454/c)

GM ONLY! RED. 25,000cr. Management 06, Hygiene 10, Chutzpah 10; Surveillance 15; Accidentally Hit Pedestrian 10; Inaccurate Armchair Psychoanalysis 12. Weapons: Hit and run (S3K impact, modify boost up or down based on acceleration). No armor. Commonly assigned to Troubleshooter teams on extended missions. Laid out much like a RED dormitory, with a single living/sleeping room for the whole team, a tiny kitchen nook and an even tinier bathroom. Furniture is bolted to the floor in case of tight cornering. The bot brain is a cheerful busybody; it's terribly friendly, but it constantly pries into everyone's business and snoops on their

conversations, then pipes up with unwanted advice on their personal problems. It's also scatterbrained, and sometimes loses track of where it's going or forgets to stop and refuel. It's up to you whether this trailer has a Tension level; consider a Tension equivalent to a normal residence of the user's clearance. (Eric Minton)

**ROAD-READY
COMFORT!**

RailRider

Category: [Vehicles](#) / [Personal](#) / [Non-Bot](#)
Qty available: 12
Offered by: [Travelynx \(77\)](#)
Current bid: 550cr
Item location: TRM Sector ([map](#))
Delivery: [RailMail](#) (of course!)
Payment accepted: [ME Card](#), [PayUp](#)

This is the sweetest little vehicle this side of MLY Sector. RailRider hooks onto the electric rail in a tubetrain tube and rides it all the way to the end of the line! Feel the air whip by you as you zoom past slowpoke clones on the station platform! Never get delayed by transbot schedules again. Get your RailRider today!

RailRider sold without warranty. Seller not responsible for any damages incurred by use of RailRider.

Comment on this item:
 Even at maximum speed, this thing moves slower than an express tubetrain. Need I say more?—Justin-G

Customers who bought RailRider also bought:

- [Impact-Resistant Crash Helmet](#)
- [ShokPrufe Insulated Boots](#)
- [Supa-Puffa Chest-Mounted Airbag](#)



GM ONLY! ORANGE. 500cr. RailRider resembles the bastard child of a jackhammer and a pogo stick. It works great, as long as you're riding a contiguous rail segment. Junctions and the like may require a Hardware/Vehicle Ops roll to avoid a nasty tumble onto the third rail (S2K energy). Plastic and titanium-magnesium construction makes it light enough to carry (30kg), but it's bulky and troublesome to haul around. In Straight games, RailRider owners can install a transponder to keep transbots from running it down—but the transponder is BLUE Clearance and costs 2,000cr. (Eric Minton)

Tunnel Ski

Category: [Vehicle](#) / [Marine](#) / [Non-Bot](#)
Qty available: 400
Offered by: [ZetaZoom LLC](#) (a licensed PLC service firm)
Current bid: 8,000cr
Item location: PLC Depot 42, KWS Sector ([map](#))
Delivery: [PLC SupaExpress](#)
Payment accepted: [ME Card](#), [Payment++](#), [QwikCredit](#)

Enjoy rushing through the Alpha Complex enclosed marine transit system with Tunnel Ski! Faster, sleeker, cooler than any other commercially available recreational watercraft! Carries pilot and two passengers in ease and luxury! High-powered jet pump mechanism channels water for extreme fast motion, sending up exciting wash of spray! Entertain yourself in high-clearance recreational aquatic zones in hundreds of exclusive subsectors! Ideal for mission transport in water and waste conduits. Mission-tested by Vulture Squadron Bravo 9! Amazing utility! Extreme convenience! Style and comfort beyond imagination!

Comment on this item:
 I can tell you for sure Vulture Squadron Bravo 9 never used these things. C'mon, they're not even armored!—VultureBoi27

.....
EXHILARATING!

- Customers who bought Tunnel Ski also bought:**
- [PlutoniumPal Portable Power Pack](#)

GM ONLY! GREEN. 8,000cr. A reverse-engineered Old Reckoning three-person jet ski with an electric motor and rechargeable battery. Generally issued to Troubleshooters for traveling through sewers or the Outdoors. Unfortunately, its filter mechanisms are woefully inadequate to deal with the debris found in such locations; Troubleshooters inevitably find their transportation breaks down or runs out of power just when they're accelerating down a darkened tunnel at 100kph to escape the Commie hordes.... (Eric Minton)

Medications—13 INVIGORATING ITEMS!



New You (persidax)

Category: [Pharmaceuticals](#)
 / [Enhancers](#) / [Viral](#)
Qty available: 20,000
Offered by: HPD-BrainBudz (a licensed HPD&MC service firm)
Current bid: 10cr
Item location: HPD-BrainBudz Pharmaceutical Storage Center, TGR Sector ([map](#))
Delivery: [Deliverybot](#)
Payment accepted: [ME Card](#), [METro](#), [Checks](#), [PayUp](#), [Payment++](#)

When you don't have the right personality for the job, don't give up. Don't give in! Instead, give yourself a persidax! Our new 'New You' pill will make you into someone new! Each capsule contains a zillion tiny viral enhancers that give you personality and skills needed for the task at hand. One container of persidax contains 20 capsules, each with its own distinctly labeled alternate persona. Don't be stuck being yourself any longer! Buy your way into a new way of life! Try persidax today!

Comment on this item:


Persidax: wonder drug or freakish fraud? Tune in to AlphaNet News, tonight at 23:00!—Friendly Frank-U

I was elbow-deep in Sven-R's entrails, working away with a vibro-scalpel and a tube of UltraGlue, and I had no idea I didn't know what I was doing! So much for that Medical Services Technician pill! It must have been defective or something. Tossed the whole jar and bought a new one. I hope these work better.—synth5

Customers who bought New You (persidax) also bought:

- [200 Slimes!](#)
- [Experimental Flavor #72](#)

GM ONLY! RED. 10cr/capsule. Availability: Issued for missions requiring a wide range of skills. Effects: Each pill contains a mnemonic virus that takes over the character's frontal cortex. Within a few rounds of taking the pill, this virus imprints the user's brain with a painfully exaggerated false personality. This new persona has lots of 'can-do' spirit, sharply increasing all Management skill and specialty ratings. However, the drug enhances no other skills or specialties and provides no knowledge of the designated profession. The capsules are labeled in such microscopically tiny print it's generally impossible to figure out which one you're getting until it takes effect. Side-effects: Cheerful twitchiness. Aftereffects: Headaches and fatigue. Long-term use can result in addiction, organic damage or insanity. Method of application: Capsule. Duration: One day. (*Eric Minton*)



QUIKLINKS

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Optional Random Persona List

- 1: Bedding Inspector
- 2: BLUE Room Catering Waiter
- 3: Consumer Advocate
- 4: Credit License Checker
- 5: Experimental Flavor Expert
- 6: Form Classification Consultant
- 7: Fuel Rod Disposal Professional
- 8: Medical Services Technician
- 9: Nightcycle News Anchor
- 10: Pharmaceuticals Provider
- 11: Scrubot
- 12: Semantics Controller
- 13: Sensitivity Trainer
- 14: Slime Identifier
- 15: Teela-O-MLY
- 16: Telemarketer
- 17: Vehicle Therapist
- 18: Vulture Squadron Recruiter
- 19: Vulture Warrior
- 20: Weapon Effectiveness Assessor

INFORMATION WANTED

Internal Security seeks traitorous fugitive officials of the HPD&MC service firm Bubby Ideas HPD, architects of the Bouncy Bubble Beverage advertising campaign recently declared treasonous. Citizens who provide evidence leading to the apprehension or termination of these traitors will earn the gratitude of The Computer and its loyal officers in Internal Security, as well as special coupons for a free Extra-Large Barracks Size Bouncy Bubble Beverage. Contact your nearest Internal Security headquarters for details. This offer expires.

ConeRifle Battle Gum



Category: [Pharmaceuticals](#)
[/ Combat](#) / [Chewy](#)
Qty available: 6
Offered by: SER Sector Vulture Squadron Barracks
Current bid: 233cr
Item location: SER Sector AF warehouse ([map](#))
Delivery: [Postal Warbot](#)
Payment accepted: [Payment++](#)

ConeRifle Battle Gum is the latest in sustained release combat pharmaceuticals. Recently released by ConeRifle Gum & Drug, a licensed PLC service firm and developed by PharmaFriends Research, it is approved for all BLUE Clearance and above combat and Troubleshooter troops. ConeRifle Battle Gum provides the sustained release of a powerful cocktail of combat drugs, ensuring battlefield supremacy. Please note, use in noncombat situations is strongly prohibited. You must be at least BLUE Clearance to bid on these items.

Comment on this item:

Some of this stuff accidentally wound up in a Junior Citizen creche in Sector YUH. One cutedot was so confused it shot itself in the forehead for defending the kids against each other.—Jeff-Y-SHD-2

Customers who bought ConeRifle Battle Gum also bought:

AF Remedial Video-File AF45-3B-t92 'Thymoglandin & You'

GM ONLY! BLUE. 350cr/pack (6 pieces). Availability: Typically issued to BLUE Vultures. Effects: A powerful berserk-inducing combat drug, which looks and tastes just like ConeRifle Bubble Gum, except for minor differences in the wrapper. Fortunately, the two never get mis-wrapped or mis-shipped.... (Use this kind of mixup if players abuse their Battle Gum privileges.) When chewed, the gum sharply increases all Violence specialty ratings. The user also temporarily gains Armor 1 due to sheer adrenal toughness. The user will attack whatever he's ordered to by anyone he recognizes as an authority. In the absence of clear orders, he attacks the most obvious threat. In the absence of an obvious threat, he attacks anything that draws his attention. Battle gum remains effective for 5 minutes after it is spit out. If swallowed, it remains active for at least several hours, or until it is no longer amusing. Effects do not stack for multiple pieces of gum. Side-effects: All non-Violence skills are reduced to 1 while this drug is active, and for one hour thereafter. Aftereffects: Unpredictable, increased violent tendencies. Method of application: Chew piece of gum. Duration: 1 hour + 5 minutes (spit out) or + several hours (swallowed). (*Ben Engelsberg*)

Focusol Maximum Strength IR (thiahexadrine)



Category: [Management and Supervision](#) / [Workplace Efficiency](#) / [Pharmaceuticals](#)
Qty available: 20 bottles (15 pills/bottle)
Offered by: Piffer Labs (a licensed PLC service firm)
Current bid: 160cr
Item location: OCD Sector PLC Distribution Warehouse and Outlet Mall ([map](#))
Delivery: [PLC SupaExpress](#), Personal pickup
Payment accepted: [ME Card](#), [PayNow](#), [QwikCredit](#), [Plasticreds](#)

I used to have trouble paying attention after I'd assembled my 1,000th scrubot wheel casing for the day. Thankfully, a buddy of mine gave me a few Focusol. Not only did I stay focused on the job, but I was able to exceed my Mandatory Voluntary Production Quota! Now Piffer Labs introduces Focusol Maximum Strength IR, with 10% more benaphenaziterzine. They lowered their safety limits to help me work harder! What was that? Our quota just increased? Bring it on!

Comment on this item:

Do NOT mix with asperquaint! Causes some of the most intense, vivid hallucinations I have ever had. And I used to be a Drug Interaction Tester for R&D! Well, my previous clones did.—Rory-O-DFD-5

Customers who bought Focusol Maximum Strength IR (thiahexadrine) also bought:

Asperquaint Extra-Strength Gelcaps



GM ONLY! INFRARED. 3 to 4cr/dose. Availability: Usually issued to workers with repetitive jobs (i.e., most INFRAREDs). Effects: Stimulates the amygdala region of the brain to create a temporary but severe version of Obsessive-Compulsive Disorder. Users obsess about whatever is in front of them, and go through the same repetitive movements for hours without stopping. Side-effects: Characters must succeed in a Wetware check to temporarily focus on something else. Aftereffects: After several months of daily use, characters develop true but sporadic OCD, obsessing over whatever they've done most often when on Focusol (this activity pattern has been 'burnt into' their neurons). This tends to make simple things like eating Cold Fun and washing your face difficult. Method of application: Capsule. Duration: 1 hour, or as long as it's funny (or horrifying). (*Bill O'Dea*)

Laser Sharp (thiamaram)



Category: [Pharmaceuticals](#)
 / [Enhancers](#)
Qty available: 767
Offered by: MiniDrug HPD (a
 licensed HPD&MC service firm)
Current bid: 25cr
Item location: 14 MiniDrug
 Plaza, BYJ Sector ([map](#))
Delivery: [Daycycle Delivery](#)
Payment accepted: ME
 Card, [QwikCredit](#)

Do you have TROUBLE CONCENTRATING? Does your mind WANDER from your assigned tasks? Do you occasionally find yourself STRAYING from your COMPUTER-ASSIGNED RESPONSIBILITIES? If so, then you need thiamaram! One dose will keep your mind LASER SHARP! You will find yourself better able to FOCUS on JOB AT HAND! Your ATTENTION SPAN will be virtually UNLIMITED! Don't turn down the opportunity to use this amazing MIRACLE DRUG! Start using thiamaram TODAY!

Comment on this item:

I hear clones who take this stuff go a little crazy if they can't work on whatever it is they're trained in. Like, if you talk too loud while they're reading, or if you take them off a project, they try to kill you.—substatix

Customers who bought Laser Sharp (thiamaram) also bought:

[Subordinate Leash \(with Choke Collar\)](#)

[Intravenous Meal Substitute Solution](#)



GM ONLY! YELLOW. 25cr/dose. Availability: Most often administered to specialist personnel in CPU. Effects: Subject focuses on his strongest intellectual specialty to the exclusion of all else. Highest Knowledge specialty gains a significant bonus. If the user has two (or more) ratings tied for highest, the user bounces between the two obsessions. ('Really like air vents, pretty air vents, like to clear the...ooh! Broken armor! Really like armor, pretty armor, like to fix armor...') Side-effects: Disinterest in, and inability to concentrate on, any other subject. All other skills and specialties are sharply reduced. Aftereffects: Effect duration increases with use, until eventually it becomes permanent. Method of application: Injection. Duration: 1 scene (to start). (*Eric Minton*)

MelloWake (clonoglazeron)



Category: [Pharmaceuticals](#) /
[Ancillary](#) / [Experimental](#)
Qty available: 12,607 x 20
Offered by: EveryWay R&D (a licensed
 Research & Design service firm)
Current bid: 500cr
Item location: Gate 27, EveryWay
 R&D Terminal, TWT Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: ME
 Card, [QwikCredit](#)

Does Wide Awake give you headaches? Has taking a break from Wider Awake made you see hairy purple spiders? We have what you need to get through the pyroxidine blues! MelloWake contains the active ingredient clonoglazeron to smooth and soothe your tired neurotransmitters, leaving you ready to face the day! Take one MelloWake pill every morning with your approved pyroxidine supplement. Not all citizens will gain the full benefits of clonoglazeron. Some citizens may experience unusual side effects as described in R&D Pharmaceutical Trial Report #[DELETED FOR SECURITY REASONS]. MelloWake: it eases your day!

Comment on this item:

You can ease the withdrawal symptoms with regular doses of dynamorphin.—CoolFizz

Dyno-what?—iluvteelao20971

Customers who bought MelloWake (clonoglazeron) also bought:

[Clock-4-U Medicine Case w / Smart Scheduler](#)

GM ONLY! RED. 25cr/dose. **Experimental.** Availability: Issued for prolonged missions to disused sectors and other inaccessible areas. Effects: Eliminates side-effects and aftereffects of pyroxidine and pyroxidine 2 when taken five to ten minutes before either of those medications. Leaves the user feeling really mellow. Side-effects: Addiction. Aftereffects: Failure to take a daily dose results in withdrawal. This generally involves insanity and/or permanent organic damage. Method of application: Capsule. Duration: 1 day. (*Eric Minton*)

Night Stalker (vulpazine)



Category: [Pharmaceuticals / Enhancers / Experimental](#)
Qty available: 3,500 x 20
Offered by: BLUEgene R&D
 (a licensed Research & Design service firm)
Current bid: 200cr
Item location: BLUEgene Laboratory
 Compound 1, XMS Sector ([map](#))
Delivery: R&D Special Delivery
Payment accepted: ME Card, METro Checks, PayNow, Payment++, QwikCredit

You and your Troubleshooter team are heroically marching through a deserted sector corridor, preparing to assault a Communist stronghold. Suddenly, the lights go out! Laser fire rakes your team, inflicting heavy casualties. You try to return fire, but you can't see where the attacks are coming from. You charge into the teeth of the ambush, hoping to take down at least one traitor before your glorious death in the service of Friend Computer.

But this need not happen to you! A single dose of vulpazine enhances your hearing and smell, allowing you to operate freely in even the darkest environments. Guaranteed nonaddictive. Some side effects may result from repeated use. Available in bottles of 20 tablets.

Comment on this item:

These work pretty well, but they always leave me hungry for Soylent Red.—Christopher-G

Customers who bought Night Stalker (vulpazine) also bought:

Soylent Ginsu Knife Set

GM ONLY! ORANGE. 10cr/tablet. Effects: Uses archived canine RNA to tinker with the sensory centers of the user's brain. A dose of vulpazine provides the equivalent of the Hypersenses mutation for hearing and smell only. Side-effects: Color blindness. Aftereffects: Color blindness persists for a little while after the drug's effects wear off. In Classic and Zap games, long-term use may lead to permanent color blindness, hairy palms or a craving for raw meat. Method of application: Tablet. Duration: A few scenes. (*Eric Minton*)

Overdose Helper (oxyfluococillin)



Category: [Pharmaceuticals / Other](#)
Qty available: 1,150 bottles
 (10 pills per bottle)
Offered by: debbie55
Current bid: 45cr/bottle
Item location: N/A
Delivery: Personal pickup
Payment accepted: Unlicensed credits

Too much of a good thing can kill you. Overdose Helper hunts down drugs already in your bloodstream and deactivates them. Flushes your system of all artificial chemicals and leaves you clean. Never overdose again!

Comment on this item:

I thought I was taking some apprehencizine, but I took some correccutrol instead. I would have died if it weren't for oxyfluococillin. Too bad I was shot for a security clearance violation.—Iolaruns

Customers who bought Overdose Helper (oxyfluococillin) also bought:

Teela-O Wall Calendar

GM ONLY! BLUE. 60cr/bottle. Effects: Within 15 minutes, cancels the effects of drugs currently in the user's system. In Straight games, only common drugs are flushed. In Classic, common, happiness and hormone suppression drugs are affected. Side-effects: In Classic games, users may be left confused as puberty tries to assert itself. In Straight games, the user may become violently ill or suffer other withdrawal from sudden drug loss. Aftereffects: None, aside from possible IntSec interest. Method of application: Pill. Duration: Instant. (*Bill O'Dea*)

ReAnimator (necronomicil)



Category: [Pharmaceuticals / Enhancers / Experimental](#)
Qty available: 5
Offered by: Herb-R-WST-6
Current bid: 37cr
Item location: RKM Sector ([map](#))
Delivery: Black Box Package Transit
Payment accepted: ME Card, Trade for medical supplies

Alpha Complex can be dangerous, and sometimes your friends get hurt so badly even the best medical care can't pull them through. Normally you'd just wait for their next clone, but now you have an alternative: Necronomicil! One injection fills your fallen friend with the energy to keep going despite his wounds. I guarantee you will be impressed and satisfied with this astounding wonder drug! Will trade for experimental medical equipment.

Comment on this item:

If I die, please don't shoot me up with this stuff. I mean, the CRUP link might not go down, right? I don't want my next clone to go around drooling over everyone's brains.—TimeOut

Customers who bought ReAnimator (necronomicil) also bought:

1001 Fun Anatomical Facts

Home Vivisection Kit

GM ONLY! GREEN. 100cr/dose. **Scarily experimental.** Effects: Restores a freshly dead character to a shambling zombie-like state. Causes harm to living recipients. (W3K bio; a Maimed result indicates the limb injected with necronomicil becomes dead and gangrenous; a Killed result slays the recipient and turns him into a zombie, as above.) If a dead PC gets zombified by necronomicil, the player may keep playing the zombie until his next clone shows up. Side-effects: Hunger for brains; in Classic games, the PC doesn't necessarily want to eat your brains right away. Aftereffects: The target is still a corpse, though an unusually active one. It is unaffected by wounds, and it decays at the normal rate. Knowledge skills and overall intelligence drop rapidly. Though the character may be able to keep it together for a while, its desire to fulfill secret society missions and the like eventually gives way entirely to mindless, ravening brain-hunger. Additional doses keep the target reanimated until it falls apart. Method of application: Injection. Duration: 1 day. (Eric Minton)

Regro (diphenhydromegatoxine)   

Category: [Pharmaceuticals / Specialized / Experimental](#)
Qty available: 10
Offered by: KingZombie
Current bid: 330cr
Item location: XDM Sector ([map](#))
Delivery: [Illuminati Nightcycle Express](#)
Payment accepted: [Payment++](#),
 Unlicensed credits

No longer do you need to worry about the long wait for replacement limbs or some restricted function cyber-alternative. Bleeding edge biotechnology means you can now have back what was yours to begin with—from a fingertip to a whole leg. Diphenhydromegatoxine is available to you now—in single doses—for a limited period only. Do not take in conjunction with Bouncy Bubble Beverage.

Comment on this item:

I took some after I got my hand blown off, and it grew back with seven fingers! Now I'm a mutant! DO NOT USE DO NOT USE DO NOT USE—Phred2032

Customers who bought Regro (diphenhydromegatoxine) also bought:

Pseudo-Leather Strap

GM ONLY! INDIGO. 1,000cr/dose. **Experimental.** Uses archived salamander RNA that enhances the regenerative processes of the human body. Effects: Bestows temporary Regeneration, like the mutant power but without the nasty side-effects—well, mostly. Regro corrects massive physical damage, molecular destruction caused by extremes of temperature or radiation, amputation and organ failure, short of brain loss. Side-effects: Intense pain that Snafus the user for three rounds; there follows extreme, but manageable, agony. The regenerative process inhibits the standard blackout response to agonizing pain, meaning a roll on the Insanity table may well be in order by the end. Aftereffects: Potential insanity. Method of application: Injection at site of regeneration. Duration: 5–30 minutes to regrow, depending on the regeneration needed; for Straight games, an order of magnitude longer. (Paul Baldowski)

Scramble (jargotan)   

Category: [Pharmaceuticals / Prophylactic](#)
Qty available: 2,200
Offered by: Sturgeon Supplies (3512)
Current bid: 4cr
Item location: TGR Sector ([map](#))
Delivery: Courier
Payment accepted: ME Card

No more worries about being corrupted by Commie propaganda. Now there's Jargotan! One dose will protect against written Viral Thought Patterns for up to 12 hours! It comes straight from the labs at HPD-BrainBudz, so you know it's good. No significant side effects. Use as directed on the box.

Comment on this item:

I survived the mission when the others didn't because I could prove I didn't read the Humanist propaganda. My brain feels fine now, and I don't miss reading at all! Everything important has InfoGlyphs on anyway.—Savannah-R

BUY NEW LINGUOX IT BLOCKS OUT ALL SPOKEN & WRITTEN VIRAL THOUGHT PATTERNS ONLY 5 CREDITS PER TABLET THIS WEEKCYCLE ONLY—ADBOT7793

Customers who bought Scramble (jargotan) also bought:

Linguox (3200-pack)



GM ONLY! RED. 200cr/bottle of 10 tablets. Effects: Jargotan interferes with the language centers of the brain, giving the user an unconquerable case of dyslexia for half a day. He can't read Commie propaganda, but he can't read anything else either. Side-effects: May cause hives, itching, swelling, vomiting or incontinence. Aftereffects: Long-term use leads to permanent dyslexia. Method of application: Tablet. Duration: Half a day. (Eric Minton)

Smilies (smilase tetrasildenafil)



Category: [Pharmaceuticals](#)
/ [Happiness](#)
Qty available: 144 x 24
Offered by: Uptime Pharmaceuticals
Current bid: 55cr
Item location: PFZ Sector
storage depot ([map](#))
Delivery: Personal pickup
Payment accepted: ME
Card, Plasticreds

For a short time only, I have a gross of Smilies blisterpacks to unload. These babies are well within their expiration date with almost all pills intact. Just in time for Mandatory Inspection Day, Smilies keep a happy smile on your face no matter what! Like their logo says, 'It's the smile that lasts a while!' A clone I know recently got a promotion to ORANGE with these; fed them to her team and watched their happiness coefficient go through the roof! Don't let their experimental status put you off—these happy little tablets will change your life.

Comment on this item:

should this really be filed under the 'happiness' category?—Donald-R-BLN-3

Customers who bought Smilies (smilase tetrasildenafil) also bought:

Dentafresh Tooth Moistener

GM ONLY! RED. 64cr/blister pack (24 pills). **Experimental.** Effect: Cause the involuntary contraction and spasm of targeted maxillofacial muscles, combined with a slight swelling and thickening of the lips, resulting in a wide, almost maniacal smile. Nothing short of powerful muscle relaxants can make this smile subside before the drug runs its course. It is non-addictive. Side-effects: The rictus-like grin becomes increasingly uncomfortable after the first hour, and makes speech somewhat difficult. One in 20 pills is bad (Wetware roll to detect bad pills). A bad pill contorts the user's face in some awkward non-smile. Aftereffects: Constant use results in sprained facial muscles and possible permanent damage. Method of application: Tablet. Duration: 4–6 hours. (Ben Engelsberg)

Sodium Pentathol (not BelievePills!)



Category: [Pharmaceuticals](#)
/ [Other](#) / [Other](#)
Qty available: 8 x 12
Offered by: JohnSmith (20231)
Current bid: 199cr
Item location: N/A
Delivery: Courier
Payment accepted: Cash,
Plasticred, Trade

Not like any sodium pentathol you've ever seen! If I didn't know better, I'd swear this was actually a bottle of 12 BelievePills, or verasubsannine if you want the medical name. But I wouldn't go selling something that for an hour after taking it, makes it so that your involuntary reactions to telling a lie are completely stopped. Why, if this were such a thing, it'd be absolutely great for that upcoming work-review by the boss or for your monthly confession session, and would have absolutely no side-effects other than you making off like a bandit. No, you can bet if I had something like that, I'd turn it in to The Big C ASAP.

As a free bonus, I'll include, purely for interest's sake, the instructions on proper usage of verasubsannine and a pamphlet on how to recognize the real deal! That way, if you by some chance happen to come across some, you'll know it and know what to do!

Comment on this item:

An hour? Maybe if you're lucky, but my last clone found out the hard way.—trevor182

Be careful with this stuff, it can be addictive!—ripper

Is this an intsec plant?—plcguy

In the absence of recorded evidence, I've seen The Computer accept a verasubsannine user's testimony as official truth. Sensors indicate the subject is so far away from lying, it must be true. ('This clone cannot lie. Therefore, happiness is now treason and depression is mandatory. Have a depressing day.')

**WELCOME
FIRST-TIME
SELLER!**

Customers who bought Sodium Pentathol (not Believapills!) also bought:

[LieSpy Jr. Software](#)

[Stress-B-Gon Squeeze Ball](#)

GM ONLY! *Sodium Pentathol*: RED. 30cr/pill. Effects: Reduces victim's ability to lie. Side-effects: Sharply reduces or removes all Management specialties. Aftereffects: None. Method of application: Pill. Duration: 2 hours.
Believapills (verasubsannine): **Illegal**. Typically 100cr/pill on the IR market. Effects: Aids in resisting interrogation, lie detectors and other attempts to ascertain the truth. Sharply improves Moxie and Con Games, but not related skills such as Hagglng. Side-effects: When not in effect, Moxie and Con Games are both reduced by the total number of doses taken. Aftereffects: None. Method of application: Pill. Duration: 1 hour. (Karl Low)

Toothpasty Supplement #5



Category: Dentifrices / [Edible](#)
Qty available: 217 x 20
Offered by: Tami-Y-MYR-5
Current bid: 2cr
Item location: MYR Sector ([map](#))
Delivery: [Pneumatic Courier](#)
[Express](#), [Deliverybot](#)
Payment accepted: ME Card, [PayNow](#)

Is dentifrice rationing in your sector keeping you from your tasty supply of Toothpasty Supplement #5? Get some here! 20-packs of these chewy cubes come in the following flavors: Dried Shrimp, Kelp, Soybean and Bouillon. Now with New Minty Aroma! You'll love what these do for your breath and your smile. Stay on top of the latest Baseline Dental Health guidelines! Make the most of your Whole Oral Experience! Get your supply of Toothpasty Supplement #5 today!

Comment on this item:

Mix this stuff up with Hot Fun and it hardens like PlastiClay! Great for all sorts of art projects.—Chris-R

Art? At your clearance? Damn, you're brave.—bluegou

Is it true what they say about Spontaneous Mutation Syndrome?—Lazarus-G

Customers who bought Toothpasty Supplement #5 also bought:

[Bile Suppressant \(Prune Flavor\)](#)

GM ONLY! *INFRARED*. 1cr/package of 20. Availability: Prescribed to all low-clearance citizens. Effects: Keeps teeth sparkling clean and prevents tooth decay. Side-effects: Addiction, brittle teeth. Bouillon [*sic*] flavor is so nauseating the user must make a Violence roll to avoid vomiting; this may count as treasonous refusal to take a prescribed drug. Aftereffects: Bouillon-flavored Toothpasty Supplement #5 renders ineffective a number of hormone suppressants provided to low-clearance citizens. Interactions: May result in spontaneous mutation (if any mutation at all) when taken with Bile Suppressant. Method of application: Cube, ingested after meals. Duration: Instant. (Eric Minton)

More fun than a fistful of Happiness Pills.

(WARNING: May contain live online PARANOIA games)



**PARANOIA
LIVE**

Cybernetics—13 INTERESTING ITEMS!

FEATURED ITEM

REDfinger Digital Weapon



Category: [Cybernetics](#) / [Ordnance](#) / [Experimental](#)
Qty available: 8
Offered by: VaporZone Pharmaceuticals (a licensed R&D service firm)
Current bid: 1,000cr
Item location: VaporZone Pharmaceuticals, Sector TTN ([map](#))
Delivery: N/A
Payment accepted: [Unlicensed credits](#) or [METro Checks](#) only

Ever had that sinking feeling that you've just been ambushed by Commies? Sticky holsters getting you down? Need to get the drop on pesky mutant traitors? Well, look no further! **REDfinger** is what you need!

Our docbots replace your fingertip with a sophisticated cybernetic combat device, a one-shot energy pistol that's guaranteed to be undetectable by Commies! Just point and squeeze, and ZAP! Another unsuspecting traitor bites the dust! No Troubleshooter could ask for a better friend than REDfinger. Nonferrous build lets REDfinger bypass most security systems. Covered in synthetic RealFlesh. Supplies are limited, so get yours installed today!

QUIKLINKS

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Comment on this item:

Comes in other models—slugthrower, blaster, even a mini-missile! Great stuff! I bought a dozen! —SatisfiedCustomer

Customers who bought REDfinger Digital Weapon also bought:

[Softies Seamless Mittens](#)

GM ONLY! VIOLET. 1,000cr,100cr to recharge. **Experimental.** W3K energy, 1 shot, range 60m. Expert surgeons install a one-shot energy pistol in the tip of the character's index finger. Power cells and other necessary bits replace the rest of the finger. Firing it blows off the RealFlesh coating on the fingertip, revealing the red-hot, sizzling energy pistol barrel underneath; while harmless, this is uncomfortable and awkward to explain. Recharging the weapon requires additional surgery. A particularly bad roll on some other activity involving the use of one's hands may result in the character accidentally triggering the device. VaporZone Pharmaceuticals is not actually a licensed service firm, and REDfinger is severely illegal at low security clearances. *Malfunction:* The weapon overloads, blowing off the user's hand (Maimed result). *Remedy:* No remedy is possible. (Eric Minton)

Cybernetics in Alpha Complex

Paul Baldowski (with Eric Reuss)

In Alpha Complex, 'cybernetics' and 'cyberware' refer to non-removable cyberpunk-style prosthetics, particularly with external data interfaces, surgically implanted to augment the human body.

The importance of cyberware in **PARANOIA** is each Gamemaster's choice. Some GMs want nothing to do with it; others think it cool. We Famous Game Designers haven't decided what plays best, so we irresponsibly pander to everyone. This article describes one way you can implant cyberware in Alpha Complex.

The premise

Cyberware exists, but has two major problems:

1. Anything beyond the most basic cyberware tends to be dangerous, even deadly to the wearer, and/or is not terribly effective at what it's supposed to do. (This doesn't mean its manufacturers are incompetent, necessarily; cyberware's not simple stuff.)

2. The Computer's attitudes on cybertech tend to, well, drift—depending on whether it's been more recently influenced by a High Programmer sympathetic to Corpore Metal or to the Frankenstein Destroyers. And when The Computer is feeling disapproving, it's awfully hard to leave your cybernetic modifications at home for a few days.

As a result, the broad public attitude is 'What idiot would mess with *that* stuff?' There are still fringe hobbyists and diehard psychos who willingly risk life and multiple limbs to play with these fascinating toys. And it fits well with (and onto) Troubleshooters, whom The Computer entrusts with every possible weapon in the fight against Communism.

This 'have your cake and eat it too' solution also provides the Frankenstein Destroyers variety in targets and enemies, which adds some flavor to the society—and to its ideological opponent, Corpore Metal.

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If you go for this idea, consider treating it like this: The Computer regards cybernetics warily, in the same way it is extremely concerned about mutant powers. Cybernetic implants threaten good order, for traitors enhanced with nonhuman—even superhuman!—cyberware could cut through Internal Security patrols with their laser eyes and awful buzzsaw-bladed elbows. And The Computer's own Technical Services surgeons would have engineered this calamity! Really, better not to mess with it.

However, certain High Programmers—especially those sympathetic to Corpore Metal and Pro Tech—consider cybernetic implants a practical necessity. Extant cloning technology can easily grow replacement limbs and organs, but transplant rejection rates are high. The pragmatic solution is cybernetic replacement.

Though these High Programmers tried to reprogram The Computer to make it enthusiastically promote cyberware, certain other ULTRAVIOLETS (political opponents of Corpore Metal and Pro Tech) objected. As a compromise, the HPs developed cybernetic registration.

Blotches: Tech Services can now implant minor cyberware for approved reasons, but citizens so altered must be visibly, permanently marked. Typically the mark, colloquially called 'the blotch', is a barcode embedded on the implant or, if that is not sufficiently prominent, tattooed on the citizen's chest or even forehead. The machine-readable blotch encodes serial numbers and registration details (name of technician, date of installation, etc). If the citizen's clothing conceals the blotch, regulations require him to wear a laminated badge with a duplicate blotch. Cyberware implanted in low-clearance citizens may also contain RFID identity tags.

■ Routine cyberware

'Okay, so you lost a foot when the sabotaged scrubot hit you. And, hmm, it looks like someone threw a grenade to finish off the bot—that would explain the missing arm. The liver, now... *that's* a mystery. We suspect someone from Free Enterprise may have infiltrated your team. Traitors are everywhere. But we have good news, citizen!

The Computer, in its abundant wisdom, has provided a whole range of stock part-cloning services, and I am more than happy to log your interest on the waiting li—I mean, the "opportunity progression". I hear they've been celebrating in Bio-Organ Regulatory Governance—the progression is down to a six-year backlog...'

Significant citizen demand for clone replacements of individual organs and limbs has led to a huge backlog. Tech Services prioritizes the 'opportunity progression' (previously known as a 'waiting list', before implementation of Distress Inhibition Protocol 3325.33/c) based on security clearance, override insurance policies and possession of large quantities of unlicensed credits.

The backlog opened a market for service firms to develop, distribute and fit cybernetic replacement parts. This alleviated the pressure on Tech Services—and earned high profits for the firms. Their main business is in **routine** cyberware: sight, hearing, hands and feet. Adventurous firms are exploring the chancy yet lucrative domain of **experimental** cyberware.

The following *routine* cybernetic implants are durable, efficient, approved by The Computer (upon registration) and, of course, entirely reliable, within specified functional parameters where warranty is maintained with approved maintenance and cleaning schedules.

Any citizen of the proper clearance (usually RED or higher), with the proper fees, who waits the proper egregiously long time or else pays the proper bribes to move up the opportunity progression, can obtain these routine parts. Parts are available in either synthetic skin

(looks and feels like real flesh) or chrome (technically legal, but likely to draw stern suspicion). Each part is wired into the wearer's nervous system to permit complete functionality and haptic sensation, exactly like the original. Of course, parts may malfunction and degrade over time. Damage, exposure to magnetic fields, extended submersion in water and similar abuses increase the chance of problems.

Arm or leg: 10,000cr. Non-detachable. Includes modular hand or foot.

Hand or foot, modular: 5,000cr. Can be attached and detached as needed—by anyone. **Grafted:** 6,000cr. Non-detachable.

Eye: 2,000cr. The cyberoptic has full vision and range of motion, and can be popped out and cleaned as needed.

Ear: 2,000cr. Outer pinna (ear shell) shaped to match the clone template's original specs. Non-detachable.

If the part gets damaged, consult the 'Bot damage' section in the Equipment chapter of the **PARANOIA** XP rulebook for damage effects. Or, if you prefer, use the standard damage charts and adjust details accordingly (You get a Wound. Y'know that spiffy new leg of yours? Well, it's sparking and leaking oil).

In Straight games the wearer may also need to pay for the surgery to implant the part. True, any docbot can saw off your foot for free, then freely wrestle the replacement part into place—really, what could go wrong? But if the character wants a better survival rate, a licensed Tech Services firm will gladly replace a finger (100cr and up), hand or arm (1,000cr and up), or anything else up to (and, in Zap games, including) your entire body (10,000cr and up). The 'and up' translates to, 'the more you pay, the better the chances you'll awaken with a properly functional part and still able to speak complete sentences.' 'And up', if you hadn't already figured it out, can go waaay up....

Many cybernetic surgery service firms advertise heavily on high-clearance vidshows. Their reputations vary greatly; some firms attract a lot of fly-by-nightcycle Tech Services staffers illegally moonlighting from their day jobs. That fast-talking guy you're entrusting to replace your eyes? His previous job was oiling docbot joints.

There's a little sub-sub-industry of synthetic skin providers: NuFlesh, Neo-Skin, RealFlesh, I-Can't-Believe-It's-Not-Dermis. Let's not even talk about their qualifications, except to observe the disquieting number of skin techs who used to work in furniture upholstery.

■ Experimental cyberware

Beyond this cozy neighborhood of routine parts lies the dicier, not-quite-yet-fully-tested realm of *experimental* cybernetics. This **STUFF** book lists over a dozen of these iffy gimcracks.

Experimental cyberware doesn't malfunction in the same way as standard experimental equipment. This is because players don't usually make skill checks just to use their cyberware. If they did, the law of averages would blow up their arms or eyeballs every half hour or so. Maybe you like it that way (every GM is right), but you may instead decide to subdue the mayhem somewhat and keep the players in suspense. If so, try this rule:

Experimental cyberware malfunctions whenever you want. Gauge this according to the needs of your scene and your storyline. For guidance, list all PCs' cyberware before the mission begins; roll 1d20 for each piece of cyberware. Any item for which you roll a 20 malfunctions during the mission at some point when the total Perversity points spent on a single roll exceed 20. If the PC gets the item fixed, it would be cruel to have it malfunction again the next time Perversity point spending exceeds the same threshold—cruel, but fun.

CerebRAM Mem Card Socket



Category: [Cybernetics / Wetware / Major Implant](#)
Qty available: 1
Offered by: CookieHedWetware
Current bid: 5,000cr
Item location: U Sector
 (map not available)
Delivery: N/A
Payment accepted: Plasticreds, Trade for interesting hardware or software

Is your skill set too narrow? Are you jealous of your jackobot's mental flexibility? Do you want to learn new things without the work? Then you need CerebRAM!

This nearly invisible socket accepts all the latest mem cards just like a bot. Now all the talents of a machine are at your fingertips! Our surgical implant procedure is simple and painless, with a 100% money back guarantee. You'll be outperforming your unmodified peers in no time. Current bid!

Comment on this item:
 Don't waste your time with primitive screwhead technology. MindWire sells perfectly integrated cerebral nanoware implants for only 100,000cr! Our exclusive JINx fibers integrate smoothly with neural tissue to allow seamless mem card downloads with no risk of organic damage! Available to

citizens of INDIGO or above! Buy now! —MindWireRND

Does 'U Sector' sound a little fishy to you??? —skePtic54

Customers who bought CerebRAM Mem Chip Socket also bought:

'Piston and Lube 3' Schematics Mem Chip

GM ONLY! BLUE. 5,000cr. **Experimental.** A metal-ringed socket implanted just behind the ear. Allows the use of new-model holographic mem cards, loading the skill or specialty on the card directly into the user's brain for so long as the mem card remains slotted in. Organic citizen brains aren't designed to work this way, so problems often ensue. The user must make a Power roll the first time he uses a given mem card. On a failure, a problem results. The new skill may overwrite his own, leaving him with an O1 rating when the card is removed; he may catch a computer virus; or he may just suffer irreversible brain damage. *(Eric Minton)*

Cortex Bomb



Category: [Cybernetics / Ordnance / Major Implant](#)
Qty available: 1
Offered by: Negative Armaments (a licensed Internal Security service firm)
Current bid: 500cr
Item location: Negative Armaments Installation Clinic, AJA Sector ([map](#))
Delivery: Personal Pick-Up
Payment accepted: ME Card, [PayNow](#)

For when you absolutely, positively don't want to be captured by Commies. Activated by tapping a code onto a false tooth pressure sensor, the cortex bomb causes your head to explode in a dazzling burst of shrapnel, preventing the Commies from interrogating you and hopefully killing many of them as well! It's the ultimate in loyalty weaponry. Get yours installed today!

Comment on this item:
 My head feels funny. And when I tilt my head to the side, I can feel the bomb go ka-thunk against my skull. Ew. —Janice-R

Customers who bought Cortex Bomb also bought:

ToothGuard False Tooth Protector

GM ONLY! RED. 500cr. **Experimental.** Unarmed weapon, W2K energy, no range, area 5m (Classic, Zap) or 0m (Straight). Part of the purchaser's brain is scooped out and replaced with an explosive device. The resulting brain damage may result in the loss of one or more skill specialties, at your discretion. Impacts to the skull may cause malfunction. On malfunction: The bomb doesn't explode. If the character survives, the bomb later explodes at an undesired moment. Until then, the character hears the bomb ticking (other PCs can't) at random intervals. Remedy: No remedy is possible. Style notes: In Straight games, Internal Security installs these bombs and activates them remotely, making them a fearsome instrument of control. Straight cortex bombs are also lower-power, killing the implantee without harming anyone nearby. *(Eric Minton)*

Cybernetic Cerebellum



Category: [Cybernetics](#) / [Prosthetics](#) / [Neural](#)

Qty available: 50

Offered by: HPD-MindLabz (a licensed HPD&MC service firm)

Current bid: 8,000cr

Item location: HPD Access Tower 3, MXB Sector ([map](#))

Delivery: N/A

Payment accepted: ME Card, [QwikCredit](#)

Improve your reflexes with a Cybernetic Cerebellum! This advanced biocomputer implant contains hundreds of advanced combat response programs and increases your reaction time by over 65%! All of our implant procedures are guaranteed safe and complication-free! Drop by our offices any time for a free consultation. Never let slow reflexes hinder you again.

Comment on this item:

PURCHASE A NEW COMPU-CEREBELLUM IT HAS OVER 7000 DISTINCT REACTION PROGRAMS AND ADVANCED ANTIMAGNETIC SHIELDING TO PREVENT OVERLOAD NOW AVAILABLE AT INDIGO CLEARANCE FOR ONLY 26,000CR – ADBOT6609

Customers who bought Cybernetic Cerebellum also bought:

LeadLike Energy-Repelling Helmet

GM ONLY! GREEN. 8,000cr. **Experimental.** The Cybernetic Cerebellum's combat programming helps evade enemies; anyone attacking the wearer suffers penalties to his relevant Violence specialty. The improved reflexes increase the wearer's Agility. Unfortunately, the Cybernetic Cerebellum lacks adequate shielding; in Classic or Zap games, whenever the wearer enters a powerful electromagnetic field, like the control room of a nuclear reactor, his sense of balance and direction goes haywire for the rest of the scene. Ignore realism; disregarding the unlikelihood of doing so purely by chance, have him accidentally shoot the wrong people. In Straight games, under similar circumstances the character experiences an intense, pounding migraine that disorients and disables him temporarily (he is Snafued for one or two rounds). Optionally, you may allow him to act, but with all skill checks penalized. A hit from a gauss gun or similar weapon has the same effect, and if the result is Heavily Damaged or Busted, the damage is permanent until the implant is repaired or replaced. A Junked result fries the user's brain in a shower of blue sparks. (*Eric Minton*)

Emergency Universal Limb Replacement



Category: [Cybernetics](#) / [Prosthetics](#) / [Emergency](#)

Qty available: 1

Offered by: Randolph-G-HNZ-3

Current bid: 5,800cr

Item location: HNZ Sector Private Residence

Delivery: [Fed-R-ALL Express](#)

Payment accepted: ME Card, [Payment++](#), [PayUp](#), [PayNow](#)

I acquired this little doozy a while ago in an Armed Forces surplus auction. I need to sell it to raise some cash. It's a fully functional Emergency Universal Limb Replacement unit. Its diagnostics all show green, and it's in its original packaging. It's capable of automatically replacing any damaged or missing limb with a fully functioning replacement limb. The Vulture Troopers use these things to patch up wounded Troopers in the field; apparently it gets them right back into the fight against the Commies, Mutants, Filesharers or whomever in moments! I figure there must be SOME Troubleshooter or collector out there who'd love to own one of these!

Comment on this item:

Oooh. Automated limb replacement surgery! That sounds like a good choice! Not! —Anon-Y-MOS-1

What's next, is someone going to try and auction off one of those 'Mandatory Happiness' Home Lobotomy kits? —Anon-Y-MOS-2

Customers who bought Emergency Universal Limb Replacement also bought:

Bright-O-Clean steel polish

Standard Cyberlimb Replacement

GM ONLY! ORANGE. 10,000cr. **Experimental.** The Emergency Universal Limb Replacement comes in a case 20x40x120cm. The case contains the replacement cyberlimb—a construct of simple metal tubes joined by ball-joints surmounted by a hybrid hand/foot component with an opposable thumb—along with the specialized automated medical equipment needed to remove the damaged limb and replace it with the cyberlimb. The user opens it, clamps it over the damaged limb and activates it by pushing a sequence of buttons. In a quick but excruciatingly painful automated operation, the limb grafting is complete. The cyberlimb is designed to replace any limb—though not, of course, as well as a properly fitted, limb-specific replacement. All Violence checks involving the replacement limb are slightly reduced. Though it leaves the victim Snafued for a round or two after installation, the device repairs limb damage up to Maimed. It is clearly cybernetic, and looks funny to boot: Even Corpore Metal isn't wild about these. (*Ben Engelsberg*)

eye-PDC Series 1400



Category: [Cybernetics / Optical / Enhancements](#)
Qty available: 1
Offered by: Neuroman
Current bid: 200cr
Item location: CER Sector ([map](#))
Delivery: [Vulture Express](#)
Payment accepted: [METro](#)
[Checks](#), [Unlicensed Credits](#)

The experimental eye-PDC Series 1400 is an innovation in cyber-technology that takes personal information management and communications to a completely new level. The eye-PDC has all the essential features that every Troubleshooter demands—including calendar, address book, camera, phone and self-destruct—coupled with a subvocal mike and aural feed. Software updates and secure links through the eye-PDC's irisport. Pressing the center of the eye hard releases the mechanism, opening the standardized port for cable access and datacard insertion.

Safe, secure, mobile, accessible, flexible—what more could you ask?

Comment on this item:

Careful with this thing. Mutants in Sector RTT we were fighting made me confuse my right and left—trying to open the cable port, I poked my real eye out with my own finger. Now I own two eye-PDCs. —Tom-Y-TWO-1

Hah, that's a sales scheme they use to create demand for eye-PDCs with existing customers. —mutantRTT

Right amid a firefight with a bunch of Death Leopard wreckers, this thing reminded me I'd missed a hygiene appointment. My next clone skipped buying this again. —wyzer

Customers who bought eye-PDC Series 1400 also bought:

Eye-Dex (with added isopropanol, sodium o-phenylphenoxide and de-mister)

GM ONLY! YELLOW. 1,000cr + base cost of standard cyberoptic. **Experimental.** The subvocal mike and aural feed permit conversation with hardly a sound; however, the wearer looks like he's chatting with an invisible friend. Standard data input is vocal, and relies upon an elaborate recognition system to turn spoken phrases into written word. There is obviously room for misinterpretation, omission and error—and the eye-PDC AI tends to send or save things without confirmation or proofreading.

The wearer triggers the camera by pressing against his temple. He can also capture still images with a rapid double blink, and video (up to five minutes) with a slow double blink. A voice-activated uplink, piggybacked on the aural link, facilitates transmissions to IntSec for image storage, as well as other two-way communications. Clearly, all of these control activities can be mistaken for Twitchtalk.

If the eye proves excessively useful and convenient, feel free to have fun with software and cabling incompatibilities. (Paul Baldowski)

Foot Bomb



Category: [Cybernetics / Prosthetics / Explosive](#)
Qty available: 1
Offered by: Cybernaut
Current bid: 50cr
Item location: FLX Sector ([map](#))
Delivery: [Black Box Package Transit](#)
Payment accepted: [METro](#)
[Check](#), [Unlicensed credits](#)

Surprise your enemy with this revolutionary new explosive delivery system. This cybernetic replacement includes the foot and full ankle joint. The replacement is a metal-polymer alloy shell containing a stablized high-explosive and impact detonator. The joint between the ankle and foot functions normally until the foot is pressed back hard, by levering back against the toes. This action activates the detonator and releases a safety lock on the joint. At this point, when the leg is kicked forward sharply, the explosive foot comes free and sails towards the intended target. BANG! With a range of 40 meters, this is a deadly weapon with real kick.

Comment on this item:

I'm glad I wrapped some asylumbot soft padding around my foot after this implant; otherwise, I'm pretty sure Foot Bomb would have gone off last week when our flybot hard-landed in Warehouse 287/c. —wholevulture28

That last guy's right—I had to jump down a ventilation shaft during maintenance training exercises last month, and when I landed... —kaboom6

Customers who bought Foot Bomb also bought:

[ItchAway! Athlete's Foot Powder](#)

[MemFoam Softies Insoles](#)



GM ONLY! YELLOW. 600cr (joint replacement and one foot bomb); replacement bombs 100cr. **Experimental.** W3K impact. Only available as a modular foot. The 40m maximum range requires a good 20 meters of ceiling clearance. In an average Alpha Complex corridor headroom is likely to be half this at best, and range is reduced accordingly. Sharply reduce Shadowing, Sneaking and Agility checks for characters who have deployed their foot bombs. The nature of the joint makes the foot bomb weaker under pressure than a normal cyberfoot. Exposed to significant impacts or extended physical exertion, the foot may drop off unexpectedly or explode prematurely. (Paul Baldowski)

HiAlbedo Sweat Implants



Category: [Cybernetics](#) / [Defensive](#)
Qty available: 1
Offered by: BleedingEdge
Current bid: 2,000cr
Item location: TBD Sector ([map](#))
Delivery: N/A
Payment accepted:
 Unlicensed credits only

When reflec armor isn't enough to do the job, try HiAlbedo! We implant over 100 tiny cyberglands that secrete a highly reflective coating during combat. Reflects lasers of ALL clearances! Compatible with all standard issue reflec armor! Buff your combat defenses to a whole new level of shine. Try HiAlbedo!

Comment on this item:

Oops! Shot a YELLOW in MDI Sector concourse who was sweating silvery stuff—I thought she was a mutant! Better cover my tracks. —ZagsWill

Richard-G-RGM-5 went down into the furnaces in ZEC Sector and died in a puddle of his own sweat. Be Careful! —GumChew2

An EMP pulse reboots the cyberglad operating systems and runs them through test mode, including a pump inversion that sucks in air from outside the body. Instant embolism. Don't go anywhere near EMP if you can avoid it. —Alexandra-G

In other words, don't buy the things. Simple. —RandomSector

You can permanently disable test mode and avoid EMP problem. Requires a simple program and a PDC with a microwave emitter. C-mail me 100 creds and I'll send you the code.—VatVatVat

Customers who bought HiAlbedo Sweat Implants also bought:

Rust-B-GON Cleansing Solution

GM ONLY! YELLOW. 2,000cr. **Experimental.** Extracts iron from the bloodstream and excretes it through the skin in a metallic colloidal suspension. Provides E1 protection versus all laser attacks. Soaks through clothing, including existing reflec, increasing its protection to E2 against lasers of the armor's clearance or below. Protection remains for a scene, after which the reflective sweat dries up into a crusty overlay of rust that's incredibly difficult to wash out of one's clothes. Kicks in whenever the character would normally perspire. Extended use leads to anemia. (Eric Minton)

RingTone Com Implant



Category: [Cybernetics](#) / [Major Implant](#)
Qty available: 1
Offered by: RingTone Communications
 (a licensed HPD&MC service firm)
Current bid: 800cr
Item location: Wing 45, Surgery
 Multiplex 7, FOI Sector ([map](#))
Delivery: Personal Pick-Up
Payment accepted: ME Card

You need never be out of touch with your team when you have a RingTone Com Implant! This high-powered transceiver hides invisibly under your skin, but its communications range stretches 10 kilometers! Buttons set into replacement teeth allow access to five different Com channels. You'll never be out of touch with the RingTone Com Implant! Buy one today!

Comment on this item:

I keep picking up a Corpore Metal pirate radio station on my Com implant. It's hard to sleep, and when I do I dream in binary. 010011010110000101101011011001010010000001010010111010000100000111001101110100011011101110100000100001 — Roy-B

How do you survive with a Com unit that's always on? — Hachinoko-R

Twitcrtalk, baby. — liquidcrystal

Customers who bought RingTone Com Implant also bought:

White Noise Earplugs

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Knok-U-OUT's Sandallathon Slurpee Mix

GM ONLY! ORANGE. 800cr. **Experimental.** Acts as a Com 1. Like most small Com units, its range in Alpha Complex is sharply reduced, as walls and other impediments block the signal. Unlike a normal Com unit, it can't be turned off, which can put a damper on a Troubleshooter's daily list of necessary-but-treasonous activities. (Eric Minton)

RoboMuscle



Category: [Cybernetics](#) / [Prosthetics](#) / [Internal](#)
Qty available: 1
Offered by: victor_cybernetics (303)
Current bid: 1,000cr
Item location: EEU Sector ([map](#))
Delivery: N/A
Payment accepted: Unlicensed credits

Tired of the weakness and frailty endemic to the human condition? Get RoboMuscle! We replace feeble human musculature with advanced pseudo-organic striated tissue, capable of handling loads of at least an order of magnitude higher than before! Anchored with synthetic carbon-whisker replacement ligaments and tendons. Transcend fleshly limitations with RoboMuscle!

Comment on this item:

Crazy stuff. I recommend taking time to get used to the extra strength before you go into the field. You're going to overdo it for a while at first, and that's bad when you have to face enemies at the same time.—GunnerJane

Not to mention breaking valuable Computer equipment! Believe me, it takes practice to pull the trigger on a laser pistol without breaking it.—everchrome

Customers who bought RoboMuscle also bought:

Whiskered Titanium Skeletal Replacement

GM ONLY! YELLOW. 1,000cr per limb. **Experimental.** Sharply increases the user's Violence, Agility and Unarmed Combat ratings for actions involving the affected limb(s) and the application of raw force.

If the user rolls a 20 when using his full strength, the incredible strength of the RoboMuscle proves too much for his merely human frame, tearing free from or shattering the bone underneath. The character is Wounded and Maimed. This can be avoided with high-density bone implants or skeletal replacements (500cr and up), but those bring their own problems.

Likewise, rolling a 20 on any check involving physical deftness, like Fine Manipulation checks and many Hardware rolls, results in the accidental use of full strength on whatever hapless device or citizen the character was working with. (Eric Minton)

ThickerSkin Subdermal Armor



Category: [Cybernetics](#) / [Defensive](#)
Qty available: 1
Offered by: BodySculpt Enterprises (A licensed Technical Services service firm)
Current bid: 998cr
Item location: BodySculpt Enterprises, Iota Subsector, RGO Sector ([map](#))
Delivery: N/A
Payment accepted: ME Card, [METro](#) Checks, [PayUp](#), [Payment++](#)

When you're in a dangerous line of work, don't ever risk getting caught without your armor. 100% of all IntSec agents and Vulture Troopers polled agree that the best solution to armoring woes is to buy ThickerSkin Subdermal Armor. After one quick and painless surgical procedure, you'll be ready to face any firepower the Commies can throw at you! Some side effects may result from surgically implanting ThickerSkin Subdermal Armor. You must be compliant with Central Processing mandate 214.08.25.901 'Inflammatory and Immune Response to Synthetic Fiber Implantation'.

Comment on this item:

One of my old teammates got this stuff installed—is that the right word—a few months ago. He said it started itching like crazy. He scratched himself all the time for days. Then some guy from IntSec decided he was using Commie twitchtalk and collared him. Now he's in a Permanent Recreation center. His new clone doesn't seem inclined to buy another set. —Alexandra-G

Customers who bought ThickerSkin Subdermal Armor also bought:

Cortisol++

GM ONLY! YELLOW. 1,000cr. **Experimental.** Offers the same armor protection as kevlar (armor I3). This isn't surprising, because it's basically a layer of ordinary kevlar implanted under the skin. It itches abominably. Unless the wearer doses himself up with painkillers or anti-inflammatory drugs, penalize all Violence specialties; the wearer must succeed in a Violence check to sit or stand

still without twitching and scratching. Other checks that involve careful movement or concentration, especially Stealth specialties, may also be penalized at your discretion. *(Eric Minton)*

Vital-Tattoo

Category: [Cybernetics](#) / [Wetware](#) / [Minor Implant](#)
Qty available: 5
Offered by: Harry-B (1948)
Current bid: 100cr
Item location: AUH Sector ([map](#))
Delivery: [Sector Priority Delivery](#)
Payment accepted: [PayNow](#)

When you're feeling low, do you worry? Do you feel under the weather, but not know why? Did that last laser wound really take the breath out of you, and you'd like to know how long you have to reach a docbot Model 5? Look no further than the indispensable Vital-Tattoo. A palm-sized, wafer-thin subdermal implant, it includes an LED display visible through the skin and touch-sensitive controls for accessing the varied display options.

View your blood pressure, pulse rate, cholesterol and salt levels, average sweat production, stool toxicity and dozens of other options. Default setting shows the current time and date, and the percentage chance—based on all available data—of you still being alive in five minutes' time. A must-have gadget in the heat of combat when you really need to know when to stop and run. The unit runs off bioneural charge with a backup D65 power cell should neural output drop below operating minimum.

Comment on this item:

I think mine is busted; it says I have a -65225% chance of survival.—AngieAtCPU27

Customers who bought Vital-Tattoo also bought:

[Portable Shock Paddles & Algae Waffle Grill](#)

GM ONLY! YELLOW. 500cr. **Experimental.** Information provided by the Vital-Tattoo may improve Medical checks on the wearer. To interpret anything useful from the device, the medic must make a successful Data Search check; the unit has a very limited control system and minimal data view.

When the Vital-Tattoo suffers a close-call impact, or the wearer is severely injured, the processor in the Vital-Tattoo has a 50/50 chance of displaying bogus information until the device is reset. Watching the percentage chance of survival ticking down steadily has the strangest effect on wearers' behavior.... *(Paul Baldowski)*

VoxBox

Category: [Cybernetics](#) / [Enhancement](#) / [Sensory](#)
Qty available: 1
Offered by: Elmo3425
Current bid: 130cr
Item location: JJA Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [PayUp](#),
 Unlicensed credits

Vending machine serving you the wrong great taste of bubble beverage? Scrubot applying too much polish to the studio floor? Transbot not dropping you off at the right clearance access to Troubleshooter HQ? Don't waste another moment—install the approved VoxBox and get the point across in a language bots and automated service devices understand! A minor surgical procedure—fully compatible with all current automated systems—generous effective range of 25 meters—neo-lithium 3-year power cell. Don't let a little misunderstanding ruin your day!

Comment on this item:

0100100001100101011011000111000000100000011011010110010100100001—Dekkler

Customers who bought VoxBox also bought:

[Ben-R-LYN's Old Style Laryngitis Elixir](#)

GM ONLY! YELLOW. 250cr. The VoxBox consists of a wafer-thin circuit board and mini-speaker. To activate the device, the wearer presses subdermal contacts on either side of the throat. Once activated, the interface automatically translates all spoken sound into a binary stream, which sounds like someone connecting with a fax or modem. Bots and automated systems with adequate sensory inputs can react directly to instructions far more quickly and effectively than through standard spoken commands.

Of course, defective bots and systems still don't work as expected, but in ideal situations (why yes, that is the natural state of Alpha Complex) the PC's instructions are far more effective. The contacts may malfunction at your whim, freezing the PC in binary mode, and may return to normal functioning with a Hardware check...eventually. Corpore Metal is particularly keen on this modification; anti-tech societies find the interface distasteful.

Particularly cruel GMs may open the VoxBox to wireless hacking. Imagine a secret society gaining access to the PC's vocal cords: 'All right team, listen up! We have to I want to kill all bots...did I just say that?' *(Paul Baldowski)*

Food & Drink — 12 TASTY ITEMS!

FEATURED ITEM

Cheez Pleezer



Category: [Food](#) / [Meals](#) / [Sticky](#)
Qty available: 8
Offered by: Darren-O-BBG
Current bid: 7cr
Item location: BBG Apartment
 Complex 74692 ([map](#))
Delivery: [Personal Pickup, PLC](#)
[Moderately Express Mail Delivery](#)
Payment accepted: ME
 Card, Plasticreds

Made ORANGE two months ago and have been feasting on Cheez Pleezer nonstop. Now I'm sick of the stuff. Please buy it off me! In self-heating foil packs. Tasty tasty tasty.

Comment on this item:

I hate it when my self-heating foil packs don't heat. I broke 3 teeth on cold Cheez Pleezer. —Rough773

It's worse when they overheat. Being splattered with scalding-hot cheesy goodness hurts. —Eve-Y-NLZ

QUIKLINKS

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Are you kidding? Throw them at your enemies! Make a gift of them to your 'friends'! Share the pain! —DL-k00lb0y

Customers who bought Cheez Pleezer also bought:

[Prybar, Hammer and Chisel Set](#)

[Hearty-Hearty Brickloaf \(with Special Sauce\)](#)

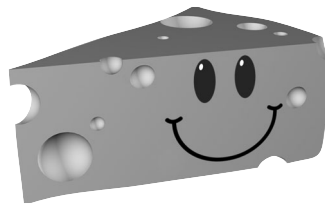
GM ONLY! ORANGE. 5cr/10cr. Sold in bowls at cafeterias for 5cr or in self-heating, one-serving foil packs for 10cr. Cheez Pleezer is an acceptably tasty food when hot, if a bit on the gooey, chunky side. When it cools, however, it sets into a rock-hard, cheese-flavored mass. In Classic or Zap games, this stuff makes an excellent impromptu mortar or cement. In Straight games, it hardens only as much as an ordinary glue or paste - not actual construction material. (*Eric Reuss*)

Join ... AlphaRecipes.plc ... Hurry! 10% discount today only!

GMs! Here's a **free** sample of the **delicious** recipes you'll get when you **subscribe today!**

Cheez Pleezer (serves six to eight)

- (1) container queso
- (1) box cheese snack crackers
- (7) cans Bouncy Bubble Beverage (if you're a nice GM)
- (1) disposable spoon
- (1) sturdy, disposable bowl



Chee-Z says:
'I want to please YOU!'

Click on Me
to subscribe today!'

Microwave queso until hot. Pour into bowl. Crumble crackers into bowl. Stir until mixture stiffens—stirring should become mildly to moderately difficult. Serve to players while the mixture is warm. Provide beverages if players have been compliant. Difficult players get nothing to drink. **Note:** If PCs are RED Clearance or below, you may temporarily brevet them to ORANGE to enjoy the great taste of **Cheez Pleezer** today!*

Optional Cheez Pleezer rule: A masochistic player who wants extra Perversity points may volunteer for the task of scooping out a bowl filled with the cooled mixture. It's important to make him scoop the **cooled** mixture **without** access to hot water: Cooled, the mixture can shear off sturdy wooden kitchen spoons at the head. Yes, we speak from experience. (*Eric Reuss/Beth Fische*)

* Fees and penalties still apply.
Charges added to PCs' ME Cards.

Blue Vulture



Category: [Beverages / Psychedelic / Experimental](#)
Qty available: 10 crates (18 cans ea)
Offered by: June-O
Current bid: 55cr
Item location: N/A
Delivery: [Transtube Express](#)
Payment accepted: ME Card

Blue Vulture—Makes you fly! The absolutely most refreshing combat beverage available in Alpha Complex. Washes away fear and tastes great! Genuine Armed Forces surplus!

Special one-time-only offer! Available in crates of 18 cans. ALWAYS READ THE LABEL.

Comment on this item:

I tried this and didn't notice any difference. —JaceFuse

There *is* no label! —BlueFanLou

Customers who bought Blue Vulture also bought:

Combat Quick Belt Pouch

GM ONLY! BLUE. 50cr/can. Contains Bouncy Bubble Beverage, LSD and amphetamines. Causes the subject to suffer wild hallucinations, incredible rage and absolutely no fear. Aftereffects can be up to the equivalent of a wound (S3W bio). Mystics originally developed the stuff, but the Vultures got hold of it and quickly adopted it for military use. Now Mystics, Vultures and Death Leopards use it for various purposes, though only the Vultures' is legal. (*Andy Fitzpatrick*)

HappyKaff Instant



Category: [Beverages / Motivational / Morning Refreshers](#)
Qty available: 4,500 packets
Offered by: Morning Glory PLC (a licensed PLC service firm)
Current bid: 9cr
Item location: Lightbulb HappyKaff House, UCW Sector ([map](#))
Delivery: [Daycycle Delivery](#), Personal Pick-up
Payment accepted: ME Card, [PayNow](#), PLC licensed credits

Now you can have your morning cup of HappyKaff just about anywhere! Each packet contains enough dehydrated HappyKaff for one cup (7.72 Tech Serv ounces). Simply add hot water, stir and savor the flavor!

Warning: In case of contact with eyes or skin, flush with water. Use only in well-ventilated areas. Large doses may produce heart palpitation, excitement, insomnia, dizziness, headache and vomiting. Excessive use may lead to digestive disturbances, constipation, heart palpitations, shortness of breath and depressed mental states. Possible mutagen.

HappyKaff—Good To The Last Sip!

Comment on this item:

This stuff is the best! The Computer should promote the citizen who invented this stuff! Wow! I managed to finish my filing, type up several memos, clean out my trashbin, reorganize my desktop, fix the squeaking in my chair, sort my credits by license—and all before lunch! I'm so happy! —Isabella-O-GPP-2

My head hurts. I hate my life. —Isabella-O-GPP-2

Never mind me! This is the best drink ever! Yippie skippie! —Isabella-O-GPP-3

Customers who bought HappyKaff Instant also bought:

Instant HappyKaff, Two-Month Supply

GM ONLY! INFRARED. 1cr/packet. HappyKaff is a triple espresso with nondairy creamer and Smilinux, a drug causing happiness and trust. Characters who drink a cup are jittery, hyperactive, happy and very trusting for 15 minutes. Then the drug wears off and the character crashes to become slow, lethargic, depressed and very paranoid for another 15 minutes. The warnings were taken from a bottle of pure caffeine and are not applicable in these doses. Occasionally, the assemblybots on the factory floor notice the warnings and fill some packets with pure caffeine. (*Bill O'dea*)



NearBeer

Category: [Beverages](#) / [Carbonated](#) / [Sanctioned](#)
Qty available: 36
Offered by: Lisa-O-RPX-5
Current bid: 2cr
Item location: Storage Area
 19, Residential Block 80F,
 ELN Sector ([map](#))
Delivery: [Deliverybot](#), [Personal pickup](#)
Payment accepted: ME
 Card, Plasticreds

This refreshingly bitter fizzy beverage is a favorite among mid-clearance citizens. It's the perfect drink to accompany Soylent foods, or for washing down CruncheeTym Algae Chips while watching the RSE Sector FunBall finals. Each plexiglas bottle holds a half liter of delicious, thirst-quenching NearBeer.

Better together:

Buy NearBeer with CruncheeTym Algae Chips, Capsicum Crunch flavor (6-pack), and get 25% off your winning bid!

Comment on this item:
 No comments received for this item at present.

Customers who bought NearBeer also bought:

CruncheeTym Algae Chips

GM ONLY! RED. 5cr/bottle. Bitter and unpleasant, NearBeer is an acquired taste with little social status to recommend it. It's completely alcohol-free. The batch the PCs obtain has been recalled due to a nasty chemical interaction with the flavoring agents in Capiscum Crunch flavored CruncheeTym Algae Chips; characters unfortunate enough to ingest them together had better have a bathroom handy. *(Eric Minton)*

ParteeTym Mildly Intoxicating Beverage

Category: [Beverages](#) / [Recreational](#) / [Sanctioned](#)
Qty available: 18
Offered by: CruncheeTym PLC
Current bid: 4cr
Item location: GNS Sector
 PLC warehouse ([map](#))
Delivery: [PLC Moderately](#)
[Express Mail Delivery](#)
Payment accepted: ME
 Card, Plasticreds

Here at CruncheeTym PLC, we know that loyal clones work hard, and play hard! That's why there's ParteeTym. ParteeTym's rich, golden flavor and thick foamy superstrate are the perfect end to a perfect day. You've earned it, you deserve it. So when the workday's done, it's ParteeTym!

ParteeTym, the preferred mildly intoxicating beverage of Armed Forces personnel.

In addition to classic rich, golden flavor, ParteeTym is now also available in the following new flavors: Dark, Lite, Ice, Supra and Spritzer.

(Medical Advisory: Consumption of ParteeTym Mildly Intoxicating Beverage is not compatible with the operation of heavy machinery or high-yield energy weapons.)

Comment on this item:
 Partee! Partee! Partee! —Lance-Y-TLR, AF Vulture Trooper

Customers who bought ParteeTym Mildly Intoxicating Beverage also bought:

CruncheeTym Yeast Twists

GM ONLY! Cans: YELLOW. 4cr/can. Bottles: GREEN. 6cr/bottle. ParteeTym is mildly intoxicating, as the name implies. Intoxication from consuming ParteeTym lasts approximately one hour. Intoxication while on duty is treason. Overconsumption of ParteeTym does not cause severe intoxication, instead it extends the duration of the intoxicating effect. Extended intoxication may last for hours, or even days. Overconsumption occurs whenever more than a single bottle or can of ParteeTym is consumed in a one-hour period. *(Ben Engelsberg)*



NEED COM UNITS?
Then come to Com Central PLC
for all of your Com unit needs!
Com Central PLC is a fully-owned subsidiary of Syntelligent Systems.

Self-Heating CoffeeLike



Category: [Beverages / Stimulating](#)
Qty available: 96
Offered by: Mercedes-R
Current bid: 5cr
Item location: CIK Sector ([map](#))
Delivery: Rail Mail
Payment accepted: ME
 Card, Plasticreds

When you're too hurried to stop for a morning stim drink, you need a can of Self-Heating CoffeeLike! Pop the top and the built-in power cell sends a heating charge through the internal tungsten thermal array! Vacuum thermos design keeps the outside cool while the inside is oh so hot! Check all of my auctions this week for more great merchandise!

Comment on this item:

One sharp impact will break the thermos lining so that the CoffeeLike fills the outer layer. Pop the top then and it heats the whole can to boiling temperature. Or else it just floods the power cell and electrocutes you. How do these things get out of R&D? —Lionel-Y

r&d doesn't care how well it works as long as they get paid —tunnelbug

Customers who bought Self-Heating CoffeeLike also bought:

[DairyLike Creamer \(GREEN formula\)](#)

[NuFlesh Synthetic Skin Grafts](#)

GM ONLY! RED. 12cr. Pop open one of these cans to instantly flash-heat its contents to boiling temperature. It usually takes several minutes before the CoffeeLike cools down enough to drink. CoffeeLike generally resembles a low-quality brew of black, bitter Old Reckoning coffee, with sickly overtones of artificial sweetener. Contains a tiny amount of xanitrack to simulate the effects of caffeine. May be thrown to spatter a target with scalding liquid (thrown weapon: O5M energy, range 5m). (*Eric Minton*)

CruncheeTym Yeast Twists



Category: [Food / Snacks / Salty](#)
Qty available: 144
Offered by: CruncheeTym PLC
Current bid: 3cr
Item location: GNS Sector
 PLC warehouse ([map](#))
Delivery: [PLC Moderately](#)
[Express Mail Delivery:](#)
Payment accepted: ME
 Card, Plasticreds

New from CruncheeTym PLC! CruncheeTym Yeast Twists are the perfect snack at the end of the day, and go perfectly with a frosty can or bottle of ParteeTym Beverage! Try them now! Share them with your friends! They're the delicious, nutritious, brand-new way to snack! We know you'll enjoy CruncheeTym Yeast Twists!

(Note: Nutritional value classified VIOLET. Contact CruncheeTym PLC for additional details.)

Comment on this item:

They're the Crunchee-est! —Lance-Y-TLR, AF Vulture Trooper

this is what the wonks in cruncheeTym PLC marketing & design call a 'synergistic sales strategy'. i call it extortion. —killthepidogs

Customers who bought CruncheeTym Yeast Twists also bought:

[ParteeTym Mildly Intoxicating Beverage](#)

GM ONLY! YELLOW. 3cr. CruncheeTym Yeast Twists are toasty and sprinkled with a salty crystalline chemical. Consumption of a bag of CruncheeTym Yeast Twists eliminates the effects of overconsumption of a bottle or can of ParteeTym Mildly Intoxicating Beverage. It also causes a nearly unbearable thirst which can only be satisfied by consuming a can or bottle of ParteeTym. This sensation fades gradually over 24 hours. (*Ben Engelsberg*)



Hearty-Hearty BrickLoaf (with Special Sauce)

Category: [Food](#) / [Meals](#) / [Meaty](#)
Qty available: 6
Offered by: Andrea-R
Current bid: 3cr
Item location: Room 44, Corridor
98b / 5, BKN Sector ([map](#))
Delivery: Courier, Personal pickup
Payment accepted: ME
Card, Plasticreds

Mmm! Tasty food! Everybody loves Hearty-Hearty BrickLoaf. It's the perfect meal for long trips and days spent standing in line at the PLC depot. Sturdy and meaty, BrickLoaf nourishes you for hours and hours. Comes with tasty packets of Special Sauce.

Comment on this item:

Special Sauce melted a hole in my bunk. —Roger-R

That's what you get for eating in bed. —sevensectorsusan

Customers who bought Hearty-Hearty BrickLoaf (with Special Sauce) also bought:

[**Hammer and Chisel Set**](#)

GM ONLY! RED. 5cr. A brick of meat loaf, wrapped in plastic. Accompanied by sauce packets. Hard as a rock until softened up with a layer of Special Sauce or some other mineral oil-based liquid. Stays good for years, even Outdoors. Can be used as a weapon (O5W impact, range 20). When soaked in Special Sauce, it becomes somewhat flammable; smoldering Hearty-Hearty BrickLoaf releases a greasy haze equivalent to a smoke grenade after just a few rounds. (Eric Minton)

NutriMax Meal Replacement Tablets

Category: [Food](#) / [Nutritional](#)
[Supplements](#)
Qty available: 10,000 x 20
Offered by: NutriMax PLC (a
licensed PLC service firm)
Buy it now: 20cr
Item location: NutriMax Distribution
Center 2, FPE Sector ([map](#))
Delivery: PLC's Moderately
Express Mail Delivery
Payment accepted: ME Card,
[PayNow](#), [QwikCredit](#)

Why waste time eating regular food? You're a busy citizen and a hard worker, always on the go, and you need a meal that'll travel with you! That's why we've created new NutriMax Meal Replacement Tablets. Just one tablet and you're ready to go! Each tablet contains a full meal's worth of nutrients, vitamins and minerals, more than enough to get you through the workday. Comes in a variety of designer flavors, including Klassik Kelp, Sweet Soybean and OhMyOrange! 20 tablets per bottle. Use as directed.

Comment on this item:

No matter how hungry you get, don't try to eat all the pills in the bottle. Believe me. —Chris-R

Customers who bought NutriMax Meal Replacement Tablets also bought:

[**AlkaPep Minty Antacid**](#)

[**ExtraFluff Algae Cookies**](#)

GM ONLY! RED. 1cr/tablet. Each time-released tablet provides steady nutrition for eight long, unpleasant hours; the tablets don't assuage hunger at all, resulting in gnawing hunger pangs and loud stomach rumblings that can interfere with Sneaking attempts. Eating multiple pills makes the consumer feel like he swallowed a lead bowling ball. (Eric Minton)

Personal Hydroponics Kit 9099

Category: [Household](#) / [Hydroponics](#)
Qty available: 1
Offered by: Tami-G
Current bid: 250cr
Item location: MYR Sector ([map](#))
Delivery: [Daycycle Delivery](#),
[Fed-R-ALL Express](#)
Payment accepted: ME Card, [PayNow](#)

Want more REAL FOOD in your diet? Feeling like high-clearance work requires more flavor and nutrition than algae chips and Hot Fun can provide? You need the Personal Hydroponics Kit 9099! Grow your own apples, oranges and all sorts of other REAL FOOD in the privacy of your own apartment! Comes with a full range of biosensors and environmental controls, including temperature, pressure, aeration, pH levels and a broad assortment of nutrients! Don't waste money on someone else's produce. Grow your own REAL FOOD at home. Try it today (clearance permitting)!

Comment on this item:

Dude, this thing is amazing. Why buy a high when you can grow your own? I totally recommend it. —Drummer53

I tried to grow some apple seeds in mine, but the apple plants got too big and busted it. Now I'm out a thousand credits and I still don't got any apples!! —Eddie-G

Replaced Jenny-G's blackberry seeds with blueberry last month. IntSec picked her up for unauthorized food possession, docked her pay and took away her hydroponics kit! Ha Ha! —CloneZone

Customers who bought Personal Hydroponics Kit 9099 also bought:

UV Light Blocker Goggles

GM ONLY! GREEN. 800cr. A small, water-filled glass tank with trellis. A complex of pumps, tanks, lights, tubing and readout banks attaches to the back of the tank, making it inconvenient to place in an apartment. The light source is demurely shielded to prevent citizens below ULTRAVIOLET from looking directly at the UV light. Grows pretty much any plant from cuttings or seeds in a matter of days.

The first time the owner tries to grow something not listed in the painfully brief owner's manual, he must make a Wetware roll; failure kills the plants or causes some sort of malfunction. Keeps a record of the genetic background of plants grown in it. (Eric Minton)

Soylent Truncheon  

Category: [Weapons](#) / [Edible](#)
Qty available: 20
Offered by: Bill-Y-LDL-4
Current bid: 6cr
Item location: Apartment
 919, Residential Block 43,
 LDL Sector ([map](#))
Delivery: [Daycycle Delivery](#)
Payment accepted: ME Card

Bored on guard duty? Feeling hungry? You need a Soylent Truncheon. It's made from the same secret yet nutritional ingredients as Soylent Red, giving you something to chew on during those long working hours. Goes great with NearBeer! Buy one today!

Comment on this item:

Best use I ever got out of this was telling a Commie I'd make him eat the whole thing unless he talked. And believe me, he talked. Christ-Computer, these things taste nasty! —Lambert-O

Customers who bought Soylent Truncheon also bought:

Soylent Truncheon Seasoning

INNOVATIVE!

GM ONLY! RED. 30cr. This weapon resembles an extremely dense Italian sausage. It's not the most effective weapon (S6K impact, Hand Weapons skill), but at least the wielder can gnaw on it when times are tough. Optionally, you can have a PC make a Violence check to bite into and chew this stuff. (Eric Minton)

Sweetened Algae PDC  

Category: [Food](#) / [Sweetened](#)
[Algae](#) / [Great Gifts](#)
Qty available: 72
Offered by: Yumee Bytes
 Snacks and Medicinals (a
 licensed PLC service firm)
Current bid: 11cr
Item location: PLC Food Vat Chamber
 #92 / G, DCN Sector ([map](#))
Delivery: [Daycycle Delivery](#), [Fed-R-](#)
[ALL Express](#), Personal Pickup
Payment accepted: ME Card,
[PayNow](#), [QwikCredit](#)

Perfect for Increased Shopping and Consumption Weekcycle! Looks just like a real PDC but made from the same sweetened algae found in Fun Foods! It's even colored with Safety Dyes (Black #45, Light Gray #8821 and Gloss #12) to complete the illusion! A tasty treat that's fun to play with! Note: Not a real PDC. Please eat responsibly.

Comment on this item:

Y'know, I was upset at first when someone switched my PDC for this. But now that I've had a few bites, I'm pretty darn happy! —Jimmy-R-FFT-3

Customers who bought Sweetened Algae PDC also bought:

Sweetened Algae PDC 10-pack

ComeDown Gelgernine Recovery Kit

GM ONLY! INFRARED. 4cr. It looks just like a real PDC but feels a little soft and sticky compared to the real thing. Still, it's easy to confuse this candy with a real PDC until someone tries to use it. Then the dyes in the PDC stain the eater's lips and tongue black. It tastes sweet like Cold Fun but is laced with gelgernine to ensure the eater is happy and wants more. Rumors that PURGE puts razor blades in some of these are diligently circulated by rival sweetened-algae manufacturers. (Bill O'Dea)

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Entertainment & Media — 8 FUN ITEMS!

FEATURED ITEM

101 Fun Songs to Sing in Line

Category: [Personal](#) / [Entertainment](#)
/ [Licensed Material](#)

Qty available: N/A

Offered by: Rockin' The Barracks (a licensed HPD&MC service firm)

Clearance: RED

Current bid: 15cr

Item location: Any Computer terminal

Delivery: [Rapid Print'n'Bind](#)

Payment accepted: ME Card

What could make a wait in line even better? SONGS, of course! This compilation of over 100 of The Computer's favorite fully licensed songs can make any wait even more cheerful and exhilarating! Sing them yourself! Sing them in groups! This charming hardcopy songbook contains everything you need to easily learn and teach over 100 patriotic, loyal and, most important, FUN songs! Even better, each song is fully licensed; so sing to your heart's content!

Order now, supplies are limited!

Comment on this item:

Wow! Those are some of my favorite songs! I have to buy one of these right now!
—John-O-PTF-5

'Supplies are limited'? Are they serious? They're printing these things off as they're ordered!
—H@mst3r

Customers who bought 101 Fun Songs to Sing in Line also bought:

Folk Dances of DFT Sector

The Calculus of Non-Trivial Licensing, 4th Edition

GM ONLY! INFRARED. 20cr + 10cr/song sung. The songs in this songbook all share two notable qualities: They are extremely loyal, and they are extremely licensed. Anyone singing these songs is immediately debited 10cr for each song sung. Each song lasts five to ten minutes. Long waits in line can be very expensive. A successful Moxie check reveals the nature of the license; otherwise, the singer doesn't know about the charge until he receives the bill or checks his credit balance. A PC who routinely sings songs from this songbook while in line gains a point of 'treason armor': Add 1 to his Access when reducing correction penalties.

Optional mechanic: The Frankenstein Destroyers designed 'The Scrubot Shuffle' as a combat tactic. Any scrubot attacking or cleaning a PC suffers a sharp penalty if the PC is performing 'The Scrubot Shuffle'. This does not affect high-caliber scrubot self-defense systems. (Ben Engelsberg)

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INCLUDES THESE FAVORITES:

Approved Chorus of Extreme Happiness, v1.2.03

Don't You Kick That Jackobot

Five-Five and Laserproof

I Ain't Worried, The Computer is My Friend!

I'm Too Happy for My Pants

Ignorance Is Bliss

Keep Your Laser Handy, It's a Handy Thing to Have!

Stack Another Form Up There

The Ballad of Exceptional Personal Hygiene

The Scrubot Shuffle
(includes dance chart)

This Is Our Complex

Who's Loyal? We're Loyal!

CONTRACT AVAILABLE

The Computer's loyal servants in HPD & Mind Control seek a licensed service firm in the field of ADVERTISING & MARKETING to design and implement a new campaign promoting **BOUNCY BUBBLE BEVERAGE** on C-Bay. **Important:** Applicant firms must have two to four years experience in the field and be entirely free of treasonous and Communist influences.

HPD&MC seeks a NEW, FRESH, INNOVATIVE approach to promoting the Alpha Complex citizenry's most beloved, most consumed beverage (as shown by PLC consumption statistics compiled by CPU and approved by Internal Security). Think UNUSUAL! Think ATTENTION-GETTING! Think AUDACIOUS! This advertising campaign must set citizens buzzing, wondering (in an entirely non-treasonous way) 'What will they try next?!'

One-year low-ceiling low-bid contract (renewable). BLUE Clearance. Interested parties C-mail NewBBB@ads.cbay.hpd. Loyal firms only!

Botspotter's Manual 214



Category: [Media](#) / [Botspotting](#)
Qty available: 10,000
Offered by: JIG Bot Information Group
Current bid: 23cr
Buy it now: 55cr
Item location: JIG Bot Information Group, JIG Sector ([map](#))
Delivery: C-mail, [Rapid Print'n'Bind](#)
Payment accepted: ME Card, METro Checks, [QwikCredit](#)

The latest edition of the definitive reference guide to bots. Contains a full alphabetical list of all known bot types and models still in operation. Each entry includes three views (front/side/top) and full physical features and operational parameters, along with common variants. Indexed by category, manufacturer and serial number. Includes glossary of botspotting terminology. Useful for novice and experienced botspotters alike. Available in electronic and print versions.

Indicate current security clearance before purchasing *JIG Botspotter's Manual 214*. Your copy of the *Manual* will be modified to match your clearance in accordance with Information Happiness Sanitization Mandate #00452349-A.

Comment on this item:

The fools! They've mislabeled the Shinseki-class Warbot Model 677/RA as having a vibration assessor flange, when it actually has an ionization dispersal flange! Don't they know anything? —Garibaldi-OMG

AUTHORITY!

All the data that's deleted for security reasons isn't actually deleted, it's just covered up. You can read it after running a simple cracker program. C-mail me 100cr and I'll send you the code. —VatVatVat

Customers who bought Botspotter's Manual 214 also bought:

[Flybot Upgrades and Systems](#)

[Bot Marketer's Guide](#)

GM ONLY! INFRARED. 55cr. Filled with valuable reference information on bots, 90% of which has been deleted for security reasons. Sharply increases the Botspotting Secret skill when used as a reference. May be used as a justification to purchase or upgrade the Botspotting skill, though players must still spend Perversity normally. (*Eric Minton*)

Guest Appearance on Bake-A-Traitor



Category: [Media](#) / [Vidshows](#) / [Participation](#)
Qty available: 1
Offered by: Bake-A-Traitor Enterprises
Current bid: 1,249cr
Item location: HPD&MC Studios, BAK Sector ([map](#))
Delivery: C-mail (ME Card purchase confirmation)
Payment accepted: ME Card

Congratulations, lucky citizen! This is YOUR chance to appear on the wildly popular vidshow *Bake-A-Traitor*, the show where every traitor gets what he deserves! The winner of this auction will receive an all-expenses-paid transtube ticket to our BAK Sector studios, where he will be one of our featured guests on an upcoming episode! This is a once-in-a-lifetime opportunity to serve your complex as an example to our entire vidshow audience! With your help, we'll show everyone just how traitors should be dealt with! Bid now! It's the loyal thing to do!

Comment on this item:

Good luck to the 'winner' of this auction. Always wondered where this show got its guests... —Mabel-O

Customers who bought Guest Appearance on Bake-A-Traitor also bought:

[Bake-A-Traitor Home Game](#)

[Bake-A-Traitor Home Game Replacement Laser Barrels](#)

FASHIONABLE!

GM ONLY! RED. 1,250cr; often bestowed as a reward. Purchaser gets to appear on the popular *Bake-A-Traitor* vidshow as a guest terminator. Make it unclear until the very last moment which side of the laser cannon the PC will be on. The PC rolls against Power, modified by his Perversity spending. If the roll fails, the PC is assigned to terminate a very popular or well-connected individual, publicly, in front of a huge vidshow audience, and loses 1 Access. If the roll succeeds by a margin of 10+, he gets to terminate a well-known and much reviled traitor, and gains 1 Access. Otherwise, he terminates an unknown traitor, gaining only a few minutes in the spotlight and the enmity of the traitor's subsequent clones, service firm and secret society. If the PC shares the victim's society, demotion is prompt. (*Ben Engelsberg*)

Laws of Alpha Complex ed. 39/B.3.8.2.2



Category: [Legal](#) / [Resources](#)
Qty available: 1
Offered by: Derek-R
Current bid: 94cr
Item location: N/A
Delivery: C-mail, [Rapid Print'n'Bind](#)
Payment accepted: ME Card, Pay Now, Payment++

This is the complete guide to all acts, mandatory and forbidden, performable in Alpha Complex. It's absolutely clear and comprehensive, and organized by category for ease of use. Over 50,000 pages! Everything you ever wanted to know about security clearances, access restrictions, service groups, treason and punishment are right here at your fingertips! Includes QwikSearch software for easy access to exactly what you need.

Comment on this item:

Need help navigating the law? Buy my LoAC Pocket Guide for just 2000 credits! It's a bargain at any price! —Jeremiah-G-NST

PURCHASE UNABRIDGED LAWS OF ALPHA COMPLEX ED. 39/B.3.9 FOR ONLY 999 CREDITS ON SALE UNTIL MANDATORY INSPECTION DAY THIS SALE IS NOT VALID IN SECTORS RFA NKI OR NKJ —ADBOT5601

The unabridged version's a waste of money, it's so big it'll crash your PDC. —alphacrat

What if you get the print version? —frances64

That depends on whether or not you have a forklift. —alphacrat

Customers who bought Laws of Alpha Complex ed. 39/B.3.8.2.2 also bought:[Confession Booth Traveling Seat Cushion](#)[Form Request Form](#)[Why Weight? Home Weightlifting Kit and Inflatable Personal Trainer](#)

GM ONLY! GREEN. 100cr. A guide to the laws of Alpha Complex in the literal sense; it's chock-full of references and links to auxiliary regulation manuals, submanuals, riders, addenda, appendixes, codicils and postscripts, collectively comprising literally hundreds of thousands of pages. PCs with a hardcopy version of the Laws must run a separate net search any time they want to see actual regulations; this requires a successful Data Search roll. The electronic version lets PCs follow hyperlinks directly to their goal, but many of these links lead to pages above their security clearance; have them make a Data Analysis check to avoid wandering into an ULTRAVIOLET zone. It's a minefield in there!

Knowledge of the appropriate regulations provides a variable bonus to the PC's Access, depending on the situation and your whim. Unfortunately, this edition of the Laws is outdated; Alpha Complex is now operating on edition 39/B.3.9, which has lots of critical differences. Feel free to levy a penalty to the character's Access when he quotes an outdated regulation. If a Troubleshooter manages to get hold of edition 39/B.3.9, upgrade to 39/B.3.9.1 whenever you feel like it. (Eric Minton)

Sounds of Alpha Complex



Category: [Media](#) / [Audio](#) / [Atmospheric](#)
Qty available: 1
Offered by: Rhiannon-R-KBS-4
Current bid: 14cr
Item location: REO Sector ([map](#))
Delivery: [Pneumatic Courier](#), [Express](#), Rail Mail
Payment accepted: ME Card, [PayUp](#)

Transferred to a strange new sector? Unable to sleep? Need to cover up those weird noises from next door? Then pick up the new *Sounds of Alpha Complex* memchip! Comes with all the comforting old sounds you're familiar with: Transbot Convoy! Loyalty Rally! Thrumming Power Plant! Gargling Sewage! Distant Firefight! Warning Sirens! IntSec Interrogation! Over 12 hours of background sounds at your fingertips. Act now, buy today!

Comment on this item:

I've found this disk to be really restful and relaxing. No more trouble sleeping for me! And the history of Alpha Complex is the history of class struggle between the proletariat and the bourgeoisie. —Dennis-R-IIN-2

That thing I just wrote, I have no idea what it means. Head hurting...not so restful. —Dennis-R-

IIN-2

IntSec confiscated my copy of *Sounds of Alpha Complex*. No problem though, now I'm taking Inner Happiness. Much more relaxing. —Dennis-R-IIN-3

Customers who bought *Sounds of Alpha Complex* also bought:

Sounds of the OUTDOORS

GM ONLY! INFRARED. 10cr. Laced with subliminal loyalty messages seeded by HPD&MC. In addition, IntSec often laces specific copies with post-hypnotic commands aimed at specific purchasers, while various secret societies impregnate random IR market copies with their own subliminal instructions and propaganda. As a result, anyone who listens to *Sounds of Alpha Complex* while sleeping may find himself taking any number of strange and unpredictable actions upon waking. (Eric Minton)

Teela-O and [INSERT NAME HERE] in the Race to Sector ZZZ!  

Category: [Personal](#) / [Entertainment](#) / [Literature](#)
Qty available: 1
Offered by: Strontium (38)
Current bid: 96cr
Item location: TOM Sector ([map](#))
Delivery: C-mail, Courier
Payment accepted: ME Card, [METro Cheques](#)

Have you ever wanted to live a life of adventure? Have you ever dreamed of sectors beyond your own? Do you fantasize about 'Teela O'Malley' and her thrilling exploits on behalf of Alpha Complex and The Computer? If so, then I have just what you're looking for: *Teela-O and [INSERT NAME HERE] in the Race to Sector ZZZ!*

This out-of-stock classic allows YOU to join Teela-O as she races against time and Commies to reach Sector ZZZ, the mythical 'last sector', and be the first to retrieve the disk that—but that would be telling! If you want to learn what happens, you'll have to read it—and EXPERIENCE IT—for yourself!

Not sold in any stores! Buy it today!

Comment on this item:

Sector ZZZ is real! They know I know about the phantom sectors. You must listen to me. When the moni32hcg cy58c ruc4cc2 e

Customers who bought *Teela-O and [INSERT NAME HERE] in the Race to Sector ZZZ!* also bought:

Teela-O and [INSERT NAME HERE] versus the Commie Mutant Traitors of RED Sector!

GM ONLY! RED. 25cr. After the PC activates this online book with his ME Card, the book replaces [INSERT NAME HERE] with the PC's name. Moreover, it draws upon the PC's personal information to flesh out the story: The protagonist has the same job as the PC, likes the same foods, uses the same skills and tics—and commits the same acts of insubordination and treason. The book's software often references little-used areas of system memory, dredging up treasonous acts The Computer itself failed to note. It is impossible to skip forward, unless the reader succeeds in a Hacking roll. Build suspense by giving the character time to read only a few pages here and there during the play session. When the PC reaches the last chapter and reads about how Teela-O regretfully turns over his fictional alter-ego to IntSec, we hope he feels just a tiny chill run down his spine... just before the IntSec assault team busts down his door. (Eric Minton)

Three's Mandatory Boxed Set   

Category: [Entertainment](#) / [Memchips](#) / [Classic Vidshows](#)
Qty available: 14
Offered by: Your Best Interest Studios (a licensed firm of HPD&MC)
Current bid: 153cr
Item location: MindControl Video, BCV Sector ([map](#))
Delivery: Sector Priority Delivery
Payment accepted: ME Card, [PayNow](#)

The classic vidshow *Three's Mandatory* is finally available on memchips! Relive the mandatory fun of Jack-1, Jack-2 and Jack-3 as they try to share assigned quarters and hilarity ensues. Includes outtakes, interviews with the clone replacements of the original actors and classic episodes such as:

Accidental Misconception #12: Jack-2 is practicing his typing skills by retyping a Commie's confession he heard on a vidshow. Then their nosey neighbor visits and accidentally reads it! Hilarity ensues.

Valuable Lesson Learned #4: Jack-1 wants to impress his HPD&MC supervisor, so he wears a blonde wig to stand out from the other clones. Once Internal Security arrives, Jack-1 learns a valuable lesson about the dangers of individualism.

Valuable Lesson Learned #27: When Jack-3's old creche friend drops by for a visit, everyone is shocked by the friend's high credit rating. They try to ignore it, but once Internal Security drops by, Jack-3 learns a valuable lesson about the dangers of secret societies.



This vidshow may not be released again, so buy now before it's too late!

Comment on this item:

I forgot how much fun this show was. Jack-2 steals the show! I always thought he'd be the next Teela-O. Too bad about his addiction to mood correction medication.—popgoesthebot

You Leops still owe us a favor! Do NOT forget it!—alr33t_35



Customers who bought Three's Mandatory Boxed Set also bought:

Heavy-duty Handi-Pac carrying bag

GM ONLY! INFRARED. 30cr. Memchips can play in any PDC or vid unit. The first five memchips are good and contain episodes, outtakes and the like. The sixth memchip has been hacked by Death Leopard and contains directions to and security codes for dozens of Armed Forces armories around the Complex. Hilarity should ensue and help everyone learn a valuable lesson. (Bill O'Dea)

TSC Strategy Guide

Category: [Troubleshooting / MBDs / Team Leaders](#)
Qty available: N/A
Offered by: Strategic Withdrawalers (a licensed firm of Armed Forces)
Current bid: 90cr
Item location: N/A
Delivery: C-mail, [Rapid Print 'n' Bind](#)
Payment accepted: [ME Card](#), [PayNow](#)

Takes the pain out of being the Tactical Situation Commander. Comprehensive guide analyzes 632 most common CMT battle strategies—from simple Feint-and-Run to infamous Quintuple Pincer—and suggests counter-strategy for your team to defeat The Enemy. Index allows easy reference by categories including unit strength and weapon type. PDC version lets team leaders input field data to create customized battle plans. Victory is in your hands.

Comment on this item:

Talk about comprehensive! It even has the Commie Skateboard Bomber strategy!—VulturesAreGo

Customers who bought TSC Strategy Guide also bought:

I'm OK, You're Not: Effective Leadership Through Scorn and Blame by Keenan-V-CTC-1

Volunteer Motivation Prod



GM ONLY! RED. 350cr. The Computer frequently assigns this guide to the Troubleshooter team leader, with the expectation that the leader will take all its experienced advice to heart. The guide would work if a team leader could get the enemy to stop attacking long enough to figure out the number of attacking units, their weapons, ammunition, rate of fire, field of fire, elevation, distance, speed and security clearances, not to mention all the same for the leader's side. It takes five minutes and a successful Data Search roll to do all that, but it does offer a successful strategy. Then the other team members need only rapidly learn their roles, accept them with blind faith and execute them flawlessly. (Bill O'Dea)

Sports & recreation — 9 *ENERGETIC* ITEMS!



DEMENTIA XP

Category: [Recreational / Game / Roleplaying](#)
Qty available: 1
Offered by: Fanb0y3
Current bid: 4cr
Item location: Personal Storage B, TOZ Sector ([map](#))
Delivery: [PLC Moderately Express Mail Delivery](#)
Payment accepted: Cash/
DEMENTIA supplements

DEMENTIA XP (the roleplaying game of the darkly treasonous past) is a hilarious change-of-pace game. Unlike other RPGs, in which you play brave IntSec guards, Vulture troops or Troubleshooters fighting the Communist threat, in **DEMENTIA** you play a bunch of stupid, primitive individuals in the toxic and Commie-infested Outdoors before the glorious days of Friend Computer. **DEMENTIA** characters have bizarre names composed out of a first name (much like your own!) and a last name (such as Smith), permitting hilarious puns such as Happy Pill or Hot Fun. Old Reckoning characters have NO security clearance, meaning they die at the hands of Communists, horrible mutants and the toxic environment. In fact, they die approximately 5 minutes after character creation, which makes for short, fun-packed and educational gaming sessions.

The all-new XP edition includes a large and detailed mutants guide, a polyhedral random-integer generator and the Old Reckoning badges, the best gaming prop available at lower clearances. **DEMENTIA** is Computer-approved, legal and safe to use, highly recommended for anyone interested in the painful, decadent days of the Old Reckoning and the dangerous, toxic Outdoors.

Comment on this item:

- The mutants guide is brilliant! The Four-Armed Terrorist illustration made me violate Underwear Hygiene Regulation 41!—Doc Bot
- Great for one-shots, but you can't run a campaign.—seriouiser
- It's horribly inaccurate! It doesn't even explain how these 'unenlightened primitives' managed to construct Friend Computer. Where did it come from? The fabled Ubermensch? A mutant project gone awry? I know it didn't just spring out of the ground perfect and whole, like those brain-dead FCCC-P disciples say.—DarwinDdisintegrator
- You only get one life! Where's the fun in that?—BadBoy

Customers who bid on DEMENTIA XP also viewed:

- [Mazes & Mutants](#)
- [Commie: The Repeated Violent Deaths](#)

GM ONLY! YELLOW. 30cr. The Old-Reckoning badges are actually tracking devices used by IntSec to locate meetings of the Romantics and Sierra Club. All mutant, Old Reckoning and Outdoors information in the game is meticulously sanitized and contains numerous errors; it's useless for increasing Secret skills like Old Reckoning Cultures or Survival. However, it *can* be used to purchase Old Reckoning Misinformation or Outdoors Misinformation, which intentionally spread incorrect data. These new Secret skills work like Propaganda and can be transmitted to unwilling listeners. Additionally, some fan-created supplements available on the Gray Subnets are encyclopedias of accurate information. IntSec officers unfamiliar with the idea of RPGs may either dismiss these manuals without scrutiny or automatically assume the owner is a corrupt traitor, as you prefer. (*Alon Elkin*)

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**How can it be?
 Can they possibly get away with *that*?**

COMING SOON!

**The *new* BOUNCY BUBBLE BEVERAGE ad!
 NEW! INNOVATIVE! NON-TREASONOUS!
 YOU'VE NEVER SEEN ANYTHING LIKE THIS BEFORE!**

From your loyal friends in HPD & Mind Control

**KEEP SURFING C-BAY! Be the first
 to see the *NEW* ad for
 BOUNCY BUBBLE BEVERAGE!**

Bomb Squad!



Category: [Recreational](#) / [Games](#) / [Skill](#)
Qty available: 1
Offered by: Chang-R
Current bid: 34cr
Item location: Apartment 7789b,
 Lucky Laser Tower, Vermilion
 Developments, HLK Sector ([map](#))
Delivery: [Sector Priority](#)
[Delivery](#), [RailMail](#)
Payment accepted: [PayUp](#),
 Trade for other games

This is a really, really cool game! It comes with a fake bomb, a mess of wires and a pair of shears. Each player must try to cut the right wire to defuse the bomb before time runs out! Cut the wrong wire or wait too long, and the bomb 'explodes' in an exciting display of light and sound. Scoring system based on how quickly you succeed, whether you're blown up with the bomb or if you run out of the room first! Comes with pack of 200 extra wires.

Comment on this item:

Dunno who designed it, but the control systems actually work—it's trivially easy to replace the fake bomb with real explosives.—AlgaeBurn

It's true! I've bought a hundred for the revolution. Smash The Computer!—boomjenny

Customers who bought Bomb Squad! also bought:

[Docbot!—The Game](#)

GM ONLY! GREEN. 160cr. Good practice for improving your Demolitions specialty, though you still need to spend Perversity to do so. If you somehow actually need to figure out who wins a game, have each player roll Violence or Demolitions; the bomb 'explodes' if the player misses the roll by five or more. The fake explosion delivers a nasty electric shock that leaves the victim stunned for one round. He also suffers from pins-and-needles sensations and uncontrollable spasms for a while thereafter, reducing Violence specialties. (Eric Minton)

Fantasy Troubleshooter Analyst



Category: [Games](#) / [Fantasy](#)
 / [Non-Homonal](#)
Qty available: 25
Offered by: Aaron-V
Current bid: 2,519cr
Item location: N/A
Delivery: C-mail, [Rapid Print'n'Bind](#)
Payment accepted: ME Card, [PayUp](#)

Rookie reviews, draft strategies, Troubleshooter rankings... it's all here! Start your own league with friends, then 'draft' your own Troubleshooter team. Score whenever a Troubleshooter on your team uncovers treason, shoots a laser and more. Includes ten cheat sheets that rank every Troubleshooter by Mandatory Bonus Duty; over 300 positions ranked! Stats on every Troubleshooter in the complex, from Solo Kills to Found Briefing Room Before Dying. Includes the articles, 'Is Rachel-R-LAG-2 the BEST loyalty officer EVER?' and 'Sleepers and Busts: Why Adam-R-LKY will KILL this year!'

Comment on this item:

Oh, baby! Hit the motherlode with this one! Now, who to blackmail first?—felixdapebot

Please. Like any V or UV would put real info on download. They all have biochips implanted! They can beam this stuff directly to each other's brains, so why would they waste time with C-Bay? It's a trap.—RWilson333

Customers who bought Fantasy Troubleshooter Analyst also bought:

[Happy To See You Pocket Plasma Projector](#)

GM ONLY! VIOLET. 3,000cr. This is a fantasy sports game played by VIOLET and ULTRAVIOLET citizens with Troubleshooters in place of athletes. Characters who get their treasonous little hands on a copy find their picture next to a pile of arcane stats, including their secret society and mutant power (these are just guesses and estimates). They find all their teammates in there, too. (Bill O'Dea)

**Does the news get you down?
 Depressed by disasters? Troubled by tragedies?**

We have the solution: OrthoGold NewsFilter!

We filter out bad news before it can bother you! It's the natural alternative to happy drugs. Enjoy your day the right way... with OrthoGold NewsFilter!



FunBall No-Contact Harness



Category: [Sports / Outfits](#)
Qty available: 80
Offered by: FunBallSupply (79)
Current bid: 70cr
Item location: FBL Sector ([map](#))
Delivery: [Fed-R-ALL Express](#)
Payment accepted: [PayNow](#),
[PayUp](#), [Plasticreds](#)

This is the harness used in 400-level FunBall variants! Each harness senses when another harness comes too close, then kicks in its air-jets to maintain a fun, safe distance of one meter between players. No need to worry about unfun collisions when playing FunBall or other friendly competitive non-contact sports. Just use the No-Contact Harness! Bulk orders available. Please select stripe pattern with purchase.

Comment on this item:

Just takes a few little adjustments to turn this into a jet-booster harness. C-mail me 100 creds and I'll send you the specs.—VatVatVat

Customers who bought FunBall No-Contact Harness also bought:

Class 400 FunBall

GM ONLY! RED. 80cr. An upper-body harness made up of straps, buckles and small jet engines pointing in all directions. Each harness contains a transponder that scans for other No-Contact Harness transponders. When two harnesses approach within one meter of each other, they both fire their air-jets to maintain that distance. If this happens to a character who's not ready for it, he must make a Violence/Agility roll to avoid falling down. The harness doesn't scan for other objects, so it can jet the user right into a solid wall (Arbitrary Justice roll, O5D impact) The harness occasionally confuses other radio signals for transponders, causing it to jet away from random doors, Com units and vending machines. (Eric Minton)

MagBall Gauntlets



Category: [Sports / MagBall](#)
Qty available: 1
Offered by: Yuki-O
Current bid: 56cr
Item location: Apartment 754,
 Residential Block 50/beta,
 ATP Sector ([map](#))
Delivery: [RailMail](#), Personal pickup
Payment accepted: ME
 Card, [Payment++](#)

Gently used PowerSport brand red magnetic gauntlets size large. Great for MagBall games and other fun uses of magnetism. Check out my other auctions for a great pair of freestyle MagSkates and other MagBall stuff. I combine shipping.

Comment on this item:

Good for hanging onto the side of a moving transbot!—Anna/J

Like most electromagnetic gear, these can scramble your ME Card and PDC data if you're not careful.—Christopher-G

True. On the other hand, you can rewire them to deliver an electromagnetic pulse, if you've got the spare parts and want to get your hands dirty.—AlgaeBurn

If you don't mind electrocuting yourself. Or blowing your hands off. Or whatever. Anyone who wants to strap an EMP onto your wrist, raise your hand—while you still have it.—Christopher-G

Customers who bought MagBall Gauntlets also bought:

Spinner Class 40 MagBall

GM ONLY! RED. 250cr. Giant electromechanical gauntlets covered with cables and vacuum tubes. The gauntlets generate powerful magnetic fields that can attract MagBalls and other ferrous or magnetic items. Attracting specific items requires a Hardware or Fine Manipulation roll. On a 20, the wearer suffers a mishap, such as drawing a hail of unexpected ferrous material or getting stuck to a vehicle or a wall. Pulling free from a large metallic object requires a successful Violence/Unarmed Combat check. (Eric Minton)

treasonous activity anticipators

an official  sponsor

Murder Mystery Game Kit



Category: [Recreational / Games / Roleplaying](#)
Qty available: 4,000
Offered by: Alpha Hobbies Ltd.
 (a licensed PLC service firm)
Current bid: 80cr
Item location: Alpha Hobbies
 Storage Depot, KNB Sector ([map](#))
Delivery: [Rapid Print'n'Bind](#)
Payment accepted: ME Card, [PayNow](#)

For thrilling, spine-tingling, intelligent entertainment, there's nothing better than a MURDER MYSTERY GAME. A dark room... a laser blast... the lights go on, someone is dead and YOU must find the killer before he, she or it strikes again! Comes with a full set of instructions for running over 35 different MURDER MYSTERY GAMES! Hours of fun! No assembly required! Includes handy props like Official Fake Termination Vouchers, letters from one character to another laced with clues and thinly veiled treasons and instructions for making Old Reckoning costumes for HISTORICAL MURDER MYSTERIES!

Comment on this item:

You know how high quality the props are? Someone called in IntSec while we were playing the 'Murder Among Troubleshooters' scenario, and not only did we think they were also playing the game, they thought the game was real! When I flashed my Fictional BLUE IntSec Investigator badge and 'arrested' one of my teammates, they actually hauled him off for termination. It was pretty cool.—YellowCard

Customers who bought Murder Mystery Game Kit also bought:

[Darkfield Generator](#)



GM ONLY! RED. 30cr. Let's see: a dark room... an expected 'murder'... would anyone be surprised if a PC actually turns up dead when the lights go on? We'd be surprised if anyone were still alive. The info on historical murder mysteries makes a good excuse for improving your Old Reckoning Cultures Secret skill rating, though you still must spend Perversity to do so. (Eric Minton)

Pipe Patrol



Category: [Games / Patriotic](#)
Qty available: 3,974
Offered by: Warehouse 23 (a
 licensed PLC service firm)
Current bid: 18cr
Item location: Warehouse
 504, Warehouse 23 Depot
 14, ANG Sector ([map](#))
Delivery: [PLC Moderately
 Express Mail Delivery](#)
Payment accepted: ME Card,
[PayNow](#), [QwikCredit](#)

Have fun and serve The Computer at the same time! Pipe Patrol lets you track down all those ruptures, leaks and glitches that interfere with your life in Alpha Complex and lets you have a great time doing it! The extra-fun Pipe Patrol booklet comes with 37 different games, from Conduit Crawl to Smell That Smoke!, along with over 200 pages of useful information to help you identify those technical problems you're tracking down! Now out of print, and on sale for this week only!

Comment on this item:

This game makes me feel so extra loyal! I love it!—Steve-HJE

I'm so glad they stopped selling this game. When the local Junior Citizens were playing Dispenser Defender, every single vending machine on our block was broken for a month. Tech Services still doesn't like to come down here any more, so I have to go to the next subsector just to get some algae chips and B3!—Alohalani-R

Customers who bought Pipe Patrol also bought:

[PowerPedal Energy-Saving Exercise Machine](#)



GM ONLY! INFRARED. 30cr. Improves Habitat Engineering specialty rolls when the game is used as a reference. Technical Services devised this game as part of a recent initiative to reduce its workload. Pipe Patrol relies on ordinary citizens to spot technical problems. Players go looking for damaged and broken elements of the Alpha Complex infrastructure and send pictures back to Technical Services to get points. In theory, this saves time and increases efficiency. In practice, it caused more problems than it solved; citizens would vandalize critical systems to earn more points. Whenever a PLC depot unearths and sells off a forgotten cache of copies, Alpha Complex services suffer for weeks. (Eric Minton)

SmartBall



Category: [Bots](#) / [Sport](#)
Qty available: 1
Offered by: Terry-G
Current bid: 340cr
Item location: GNR Sector ([map](#))
Delivery: [Secur-CORR Armed Escort](#), [PLC SupaExpress](#)
Payment accepted: ME Card, [Payment++](#), [Plasticreds](#)

For sale: one SmartBall, model 43b/4, good condition. Manufactured by WorkForPlay PLC.

Features:

12 major and 20 minor air jets allow for 360 degrees of movement
 Light, yet sturdy construction: alloplastic 4-4-1 reinforced with aluminum-titanium alloy
 Universal gyroscopic core and optional internal magnetic alignment grid
 Nigh-indestructible FunRubber coating
 3 unique and distinct personality settings
 Encyclopedic knowledge of known ball games (including FunBall, SportBall, MagBall, BlasterBall, TenBase, SevenSquare and BBBowling)

Only bid if you are serious about purchasing. Payment due within 3 days of auction end.

Comment on this item:

Mine constantly complains we don't have the right equipment, and it's threatened to turn us in for treason if we don't buy cutting-edge MagBall gear from WorkForPlay PLC. I gotta say, I'm kind of suspicious...—Radmilla-R



Don't use this for BaseHockey. Tseng-O hit a 3-pointer field bunt right out of the corridor, and it busted the bot brain. Now it thinks it's a cargo hovercraft.—Langley-O

Customers who bought SmartBall also bought:

ExoSkull All-Purpose Sports Helmet

GM ONLY! RED. 800cr. A flying spherical bot the size of a bowling ball, SmartBall knows how to play lots of games—and it'll be damned if it's not going to play them! It has the following stats: Management 4, Oratory 8, Violence 10, Agility 14, Ball Sports 16; Weapons: High speed collision (S6K impact); Armor: Shiny coating (1E). Its three personalities: bratty Junior Citizen, frazzled Happiness Officer and veteran Armed Forces drill sergeant. (Eric Minton)

SPROINGS Spring-Wear Shoes



Category: [Sports](#) / [General](#) / [Apparel](#)
Qty available: 1 pair
Offered by: Speedy (33213)
Current bid: 44cr
Item location: STE Sector ([map](#))
Delivery: [PLC Moderately Express Mail Delivery](#)
Payment accepted: [Plasticreds](#), ME Card

Like new SPROINGS! These are the ones! They've been sold out for months, but I've got a pair and I'm willing to give them up for the right price. Wow your friends as you leap high over their heads and run faster than any of them.

Comment on this item:

Avoid low ceilings!—Anna/J

Customers who bought SPROINGS Spring-Wear Shoes might also like:

Armor-All Helmets

GM ONLY! INFRARED. 90cr. Plastic and metal attachments that give a lot of bounce to your step. Wearing SPROINGS Spring-Wear Shoes lets you outrun anybody

on foot, and jump over items up to the height of a standard citizen. They also add about a foot to your height, and bounce you up about 15 cm at even the slowest walk. They occasionally break. When one does, shards of plastic and metal fly out, often joined by shards of the leg-bone of the hapless citizen wearing it. (Karl Low)

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Personal services — 18 HELPFUL SERVICES!

FEATURED ITEM

FunTimes PDC Service

Category: Services / PDC
 Services / Fantasy
Qty available: 150
Offered by: Personal
 Happiness Lifters (a licensed
 HPD&MC service firm)
Current bid: 50cr
Item location: N/A
Delivery: C-Mail, Rapid Print 'n' Bind
Payment accepted: ME Card only

Call and talk to real citizens who will fulfill your fantasies. We offer different lines for: naughty little traitors who need to be yelled at; groveling assistants who crave your domination; PLC clerks with everything in stock at reduced prices; IntSec agents who beg you for their life; CPU supervisors who need your help in filling out a form; and more! We are always very loyal, and we just can't get enough of a strong leader like yourself. Hurry and call us because we need your authority and we need it NOW! ME Card needed to begin call and must be at least RED clearance.

Comment on this service:

When you call, ask for Power Services Reggie. He does a 'I need your help to avoid a meltdown' routine that must be heard to be believed! It gets me all happy just thinking about it!—mr_bumbum

Customers who used FunTimes PDC Service also bought:

[So You're in a Re-Education Camp by Paul-G-SAE](#)

[Faces of Treason Volume 3](#)

GM ONLY! RED. 50cr. This PDC service lets citizens vent their frustrations at life in Alpha Complex through interactive fantasies where the caller is in charge and isn't a miserable, powerless little clone. Live operators roleplay through whatever scenario the caller wants. Because frustration is a sign of unhappiness, IntSec is notified if a caller requests the same fantasy three times in a row. ('So, you're not happy with the lines at PLC?') Each FunTimes card is good for ten minutes. After that, each call is 5.99cr per minute and is charged directly to the caller's ME Card. It takes roughly nine minutes to get through the initial menu options. (Bill O'Dea)



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[Routine services and utilities (water, power, PDC, sewage, hygiene) are free to all Alpha Complex citizens. This section highlights unusual ongoing monthly or other periodic bills citizens might have to meet—the Alpha Complex equivalent of cable TV, DVD subscriptions, online roleplaying games, insurance premiums and so on.]

WATCH THIS SPACE!

It's new! It's audacious! You've never seen anything like it!
 'What will they think of next?!

It's the new ad campaign for **BOUNCY BUBBLE BEVERAGE!**
 Debuting here on C-Bay! **SOON! DON'T MISS IT!**

BLUE Washroom Membership



Category: Services/Hygiene
Qty available: 10
Offered by: Advanced
 Freshening Systems (a licensed
 HPD&MC service firm)
Current bid: 1,316cr
Item location: BDA Sector ([map](#))
Delivery: [Jackobot Delivery](#) of
 pre-owned brevet badge
Payment accepted: ME
 Card, [QwikCredit](#)

Don't suffer through cramped, stinky public bathrooms, citizen! Now you can purchase access to the exclusive BLUE Washroom network. Every subsector is equipped with a lavish BLUE Washroom, where high-clearance citizens luxuriate in climate-controlled bath and sauna facilities. Allow our trained staff to soothe your body and mind! This is a limited offer; only select low-clearance citizens can obtain access to the exclusive BLUE Washroom network!

Comment on this service:

Why do they let those grotty little scrubs into our washrooms anyway?—Laurel-B

To encourage them to work harder, of course. Once they see how well we live, it really drives them on toward another promotion.—Vanessa-B

Some of us are trying to keep the riffraff out by buying up all the memberships we can. It seems to be working, but it's starting to get expensive.—Shinji-B

Sounds nice, but I don't go anywhere with gun turrets in front of the door if I don't have to.—bluegoo

Customers who bought BLUE Washroom Membership also bought:
[ChefBot 990](#)

**ENTIRELY
 LEGAL!**

GM ONLY! RED. 500cr sign-up fee (includes first month), plus 100cr for each additional month. Yes, it's really legal, but a source of tension among high clearances. Each BLUE Washroom is a self-contained health spa, with dozens of trained clones and bots on call to attend to their clients' every need. The membership fee doesn't cover the cost of anything beyond the use of toilets and showers; low-clearance clones who indulge in BeautyMud facial scrubs and masseusebot rubdowns soon find themselves deeply in debt. (*Eric Minton*)

Drillivator



Category: Services/
 Management/Motivational
Qty available: 15
Offered by: Armed Forces
 Veterans' Group
Buy it now: 2000cr for one
 month of escort services
Item location: N/A
Delivery: N/A
Payment accepted: ME Card,
 Payment++, [PayUp](#)

LISTEN UP, VATSLIMES! I have an offer all you blubbery whining schoolgirls can't live without. For only 2,000 credits a month, you can have your very own motivational Drillivator! Strike fear into your lazy SOB workers' hearts! Don't take no crap from INFRARED lackeys! If you aren't mean enough to get things done, it'll make up for your deficiencies.

Comment on this service:

I stood too close to mine while he was working and his voice curdled my Hot Fun. Thank The Computer he's on my side!—phb3000

Customers who hired Drillivator also bought:
[Volume-Adjustable Earplugs](#)

GM ONLY! YELLOW. 2000cr/month. The PC can have a personal GREEN-Clearance Armed Forces veteran drill instructor escort him for an entire workday. At the PC's command, he 'motivates' anyone of YELLOW Clearance or lower by barking, shouting and cussing them out with ear-wilting language (Intimidation 18). If that doesn't work, he beats them into submission. Because he considers this his downtime job, he's loathe to help in any other way. He fights back in self-defense. Although technically the PC can call on him whenever desired, he uses his unique skills to dissuade PCs from asking for his help too much. Standard equipment: GREEN reflec, Kevlar, laser pistol with GREEN barrel, slugthrower with dum-dum ammo, three grenades, skill rating of 14 with most weapons and Unarmed Combat. (*Jeff Groves*)



rocketcycle weekly
 the premier rocketcycle publication in alpha complex

Friendship Facilitators



Category: [Services / Personal](#)
Qty available: 1
Offered by: Friendship Facilitators (a licensed HPD&MC service firm)
Buy it now: 100cr sign-up and membership fee bargain!
Item location: N/A
Delivery: N/A
Payment accepted: ME Card, [QwikCredit](#)

Making friends can be hard. But don't worry, Friendship Facilitators is here to help! Just take our quick Camaraderie Questionnaire, and we'll use the results to help place you with compatible friends in your subsector. It's that easy! You can start making friends the same day with Friendship Facilitators. Why be lonely? Sign up with Friendship Facilitators today!

Comment on this service:

Who needs human friends when you can hang out with bots?—everchrome

I feel sorry for you Computer-programmed ignoramus. We're designed by nature to befriend natural creatures! All the animals are my friends. I hope someday, you too will know the love of the rats and roaches!—jimmyGREEN

The Computer is the only friend I need!—loyal1

fred-r-dnc-3 is a big lying effluent-head. and he owes me 300 credits. friendship facilitators sucks.—henrietta-r

Customers who joined Friendship Facilitators also bought:

'Please Leave Me Alone' Greeting Cards

GM ONLY! RED. 100cr to sign up, plus another 50cr/month. Resembles an Old Reckoning online dating service. The Computer knows citizens require a certain amount of social interaction to remain stable, but it fears permitting them the opportunity to form strong emotional bonds that might supplant their loyalty to it and to Alpha Complex. Therefore, Friendship Facilitators uses the results of its questionnaires to make sure that the potential 'friends' it hooks up are psychologically incompatible with one another, so they cannot actually form true friendships. If a Troubleshooter uses this service, the people he's set up with will all be annoying or unpleasant in some particularly aggravating way. Feel free to make them members of antagonistic secret societies as well. (Eric Minton)

Genetic Counseling Appointments



Category: [Services / Health and Safety / Loyalty Improvement](#)
Qty available: 25
Offered by: Mutation Suppressors (a licensed HPD&MC firm)
Current bid: 195cr
Item location: LKM Sector ([map](#))
Delivery: C-mail
Payment accepted: ME Card, [PayNow](#), [QwikCredit](#)

For sale to highest bidder. Appointments with an HPD&MC genetic counselor to scan your DNA for possible mutagenic tendencies. Any repressed mutations do not result in execution. You will be allowed to preregister your mutation free. Bidders must specify how many appointments they want to buy. Learn the truth about your previous clones and protect the clones to come.

Comment on this service:

I've got me a piece of paper what says I'm free of mutations! Now maybe I can get that promotion!—Greg-PDE

Some of these are Psion recruitment centers. My buddy went in there and never came out. Months later, I saw him on the news being arrested for secret society membership. Be careful.—thywillbdone

Customers who bought Genetic Counseling Appointments also bought:

Laminated Paper Protector

Plastic Frame for Certificates and Commendations

GM ONLY! INFRARED. 200cr. Buying one of these appointments isn't as stupid as it sounds. HPD&MC wants the public to believe that mutations are very rare

in Alpha Complex, so the genetic scanners are rigged to detect a mutation only rarely, regardless of what the scan reveals. Roll 1d20 whenever a character goes into an appointment: On 1, the scanner 'detects' a random mutation (or even the real one), and characters must register or face termination. On 2-20, the character is declared genetically clean and is given a certificate from HPD&MC proving the citizen is mutation-free. (Bill O'Dea)



INFRA-Guide Services

Category: [Services](#) / [Staff](#)
Qty available: 704
Offered by: Sector Guidance Services
 (a licensed CPU service firm)
Buy it now: 50cr for 1 month
Item location: N/A
Delivery: [Sector Priority Delivery](#)
 (membership confirmation)
Payment accepted: ME Card, [PayNow](#)

Lost in LLT Sector? Confused in CNR Sector? Have you ever wandered the corridors of an unfamiliar subsector, unable to find your destination? Need guidance in selecting a good restaurant, shopping center or PLC depot? Sure, you can try an automated service or online handbook, but they may be poorly researched or outdated. What you need is a real live aide, one knowledgeable in the sectors and subsectors you'll be visiting. You need...INFRA-Guide!
 Our trained staff of INFRA-Guides waits eagerly to serve you. For only 20 credits per day, you gain the invaluable services of a skilled INFRA-Guide. These friendly, agile fellows aid you in navigating the complexities of your destination sector, guiding you past obstacles and dangers to the very best and most affordable locations. Don't endure another confused, mixed-up trip, citizen. Join, and hire your first INFRA-Guide today!

Comment on this service:
 No matter how much one of these guys annoys you, don't shoot him. I'm still paying off the 'wear and tear' charges.—William-O

Customers who hired INFRA-Guide Services also bought:

CloneWrangler Electric Cattleprod

GM ONLY! RED. 50cr membership fee/month, plus 20cr/day/INFRA-Guide. An INFRA-Guide knows the INFRARED areas of the chosen sector like the back of his hand, but is less than encyclopedic in his familiarity with higher-clearance areas; such knowledge is generally third-hand gossip at best. In Straight games, INFRA-Guides are brevetted to travel through higher-clearance areas; on short notice, this brevetting process may consume a few hours of the day for which the guide is hired. In all play styles, when the guide isn't jonesing for xynonull, he's smarmily intimating that while his recollection of the quickest route may be a little foggy, a few plasticreds will surely jog his memory. *(Eric Minton)*

INFRARED Furnishings

Category: [Services](#) / [Home and \[DELETED\]](#) / [Home Furnishings](#)
Qty available: 213
Offered by: Food Vat Labor Services
 (a licensed PLC service firm)
Current bid: 410cr for one-month's service
Item location: KWD Sector ([map](#))
Delivery: [Postal Warbot](#)
Payment accepted:
[Payment++](#), [PayNow](#)

The latest trend is here. Hire INFRARED citizens to work as furnishings for your home! Each INFRARED is scrubbed head-to-toe (and then some!), highly medicated and trained in one of several furnishing styles: foot stool, bench, coat and hat rack, table, remote control, lamp, dishwasher or doorbell. Turn your home into the talk of the complex! Throw a party and show everyone just how powerful you are! Comes with INFRARED-colored carpet protectors and brevet badges—please specify housing clearance when ordering. A wonderful way to make you feel better at the expense of lower-clearance clones. What else are they good for?

Comment on this service:
 Are you nuts? Letting hundreds of INFRAREDs live in high-clearance homes? I smell a Commie takeover plot.—Jakob-Y

TRENDY!

FVLS is a top-rate firm. When I discolored my INFRARED table with a little boiling water, they took it away and gave me a new table! Other firms could learn from this level of customer service!—Nathaniel-V-RTT-4

Customers who hired INFRARED Furnishings also bought:
INFRAREDs Say The Cutest Things! Season Five

GM ONLY! BLUE. 400cr/month. Characters purchasing this service officially 'hire' INFRARED citizens from KWD Sector's food vats. Because INFRAREDs only get paid 100cr/month, the supervisors in KWD Sector simply hire surplus INFRAREDs from other sectors and pocket the remaining credits. These INFRAREDs are more medicated than usual; even severe pain does not register with them. Once they hear the command, 'No assembly required', they get into whatever shape they were trained to take. On a failed C-bay check, the INFRARED is a secret society plant who's unmedicated and taking down everything he sees and hears. *(Bill O'Dea)*

Just Like Me



Category: Service / HPD & MC / Temping
Qty available: 1
Offered by: Just Like Me, Ltd.
Buy it now: 10,000cr
Item location: JLM Sector ([map](#))
Delivery: C-mail (subscription confirmation)
Payment accepted: [Payment++](#)

Are your responsibilities beginning to eat into your schedule? Do you find you have a 101 things to do and only enough time to get half done? And just when things are getting under control you're called out on an emergency, priority mission—and know you're going to come back to a mountain of printouts that could bury an autocar! Trouble no more. Just Like Me offers a carefully tailored temping service to meet your exacting needs and take the pressure off when you need it most. Call us now and we will be happy to discuss your requirements and an affordable repayment plan.

Comment on this service:
 Nasty when the temp forges your ME Card to complete his duties.—thefted

Customers who used Just Like Me also bought:



Protect Against Identity Theft Newly Updated 214 Edition

GM ONLY! GREEN. 10,000cr. The bid buys a one-month subscription to Just Like Me. Apparently run by HPD&MC and sanctioned by The Computer, Just Like Me offers a replacement expert to take a citizen's place on emergency missions, allowing the subscribed Troubleshooter to sit back and get the paperwork done, with no fear of sudden and painful death in the field. The replacement's skill set is roughly comparable to the subscriber's, with leanings into Violence and Stealth. The replacement serves whatever function the team requires and is a loyal and unquestionable asset to the mission throughout.

In fact, Just Like Me is a cover operation for Internal Security, letting the service group place agents with Troubleshooters to assess performance and loyalty. The replacement stealthily takes notes, recordings and high-definition images throughout the mission. For game purposes, representatives of Just Like Me offer you a reasonable way to bring in NPC replacements for players who couldn't make it to the session.

Sometimes this service is arbitrarily 'awarded' by high-clearance bureaucrats and/or The Computer, according to twisted and incomprehensible requirements. 'You require a vacation, citizen! Here is your Designated Getaway Location.' (Citizen herded into ten-by-ten meter room with chair, food/drink dispenser and leaky inflatable mattress.) 'Do not worry about your job. You have been efficiently replaced. Have a pleasant and relaxing month.' (Clang! The door slams shut. The lights go out.) (Paul Baldowski/Eric Reuss)

Laundry Emergency Teams



Category: Services/Hygienic
Qty available: 1
Offered by: Emergency Laundry Services (a licensed Technical Services service firm)
Buy it now: 100cr
Item location: N/A
Delivery: N/A
Payment accepted: ME Card, [PayUp](#)

When your jumpsuit gets stained before an important meeting, you need more than a Class 2 scrubot or an Instant Hygiene Grenade. You need quality cleaning services—quick, effective and discreet. You need the Laundry Emergency Teams! Trained cleaning personnel home in on your location to eradicate dirt, smells and stains using the most advanced available laundering technology! Our chlorine dioxide steam-jet pistols bleach away the most stubborn stains from your garments without the need to change clothes! Never be humiliated by dirty clothing again. Call the Laundry Emergency Teams today!

Comment on this service:
 There's a rumor a certain secret society sends out replacement Laundry Emergency Teams as assassin squads, replacing their steam-jet pistols with acid guns and repeating blasters.—alphacrat

the chlorine dioxide oh my computer it burns IT BURNS—frieda855

Customers who used Laundry Emergency Teams also bought:



UltraHold 600-Hour Hairspray

GM ONLY! RED. 100cr/visit. Shortly after a character places a call, half a dozen Laundry Emergency Team members leap out of the shadows, smelling like a swimming pool and brandishing their advanced stain-fighting weaponry with menacing aplomb. Within seconds, these hygiene ninjas hose down the caller with jets of chemical vapor that wipe his clothes clean of all stains, markings and often color. Then they vanish into the shadows, as though they had never existed at all... (Eric Minton)

Maintenance Now!



Category: Services/Repair
Qty available: 1
Offered by: Maintenance Now! (a licensed Tech Services service firm)
Buy it now: 150cr
Item location: Maintenance Now!, KGA Sector ([map](#))
Delivery: N/A
Payment accepted: ME Card, [QwikCredit](#)

When you're under fire by mutant Commies, it's not the time to find out your laser barrel is cracked and your grenades are past the sell-by date. Maintenance Now! provides the repair services you need when you need them. Our trained operatives meet you in the field to patch up damaged gear and recharge empty power packs in the very nick of time! Some additional charges may apply. Don't get caught unawares and unrepaired. Contact Maintenance Now!

Comment on this service:

Jerk shows up an hour late, tells me he can't fix my blaster and leaves. And they still charged me 100 credits!—Jackie-O

These fellas won't fix your teammates' gear, but if you get your buddies to give you their stuff before the tech shows up, you can pass it off as your own. And in the meantime, your teammates have no gear. Hey hey.—AlgaeBurn

Customers who subscribed to Maintenance Now! also bought:

RED Laser Barrels (Economy 24-Pack)

GM ONLY! RED. 100+cr. Maintenance Now! sends a trained tech to repair the buyer's equipment. The tech may arrive immediately or several hours later, depending on traffic and your whim. This is usually an INFRARED tech breveted to work with and repair equipment of Clearance GREEN or below. He has Hardware 9 and a couple of specialties at 13; these may even be the right specialties for the job, if the buyer thought to mention what needed repairing when he contacted the company. The tech won't fix complicated, expensive or experimental equipment without demanding additional fees and/or bribes. (Eric Minton)

MindRoom



Category: Media / Interactive
Qty available: N/A
Offered by: Syntelligent Systems (a licensed R&D service firm)
Current bid: 25cr
Item location: Any MindRoom Franchise (map not available)
Delivery: N/A
Payment accepted: ME Card, [QwikCredit](#)

With the advent of the 3rd Century, text has become obsolete. Spokenword has become obsolete. Vid has become obsolete. All former media have become obsolete...

...with the advent of **MindRoom**.

This advanced simulator immerses you in a virtual reality of your choice. Learn important skills in virtual classrooms! Practice dealing with job emergencies in the ultimate in safe testing environments! Do battle with virtual Commie Mutant Traitors to hone your fighting abilities! Carouse with simulations of Teela-O-MLY and many other celebrities! And do all of these things in the privacy of your own mind!

You can even share a MindRoom experience with other citizens. Teams of Troubleshooters and Vulture Warriors schedule regular MindRoom sessions to practice their military skills.

You can do the same! All manner of clubs and elective activities can get together in MindRoom. From FunBall and Vat Swimming to Botspotters and Citizens United Through Song, we have MindRoom programs for all major approved social clubs and group activities! Don't be the last one on your residential block to experience this amazing new technology!

Comment on this item:

The truth they don't want us to know is that we're ALL inside the MindRoom. And we can't wake up...—Smith-G

Customers who used MindRoom also bought:

MindRoom Neuro-Cybernetic Implant

Q. What's RED, ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET and ULTRAVIOLET?

A. FRIENDCOMPUTER.NET

GM ONLY! RED. 25cr/hour. Upon entering a MindRoom franchise, the client sits in a chair loaded with terrifying pointy instruments. Smiling doctors cover the client with a smothering hood to shut off outside stimuli, after which they insert hundreds of electroconductive needles directly into his brain and spinal cord, allowing him to interact directly with a virtual environment of his choice from the extensive MindRoom library. He may enjoy the pleasures of the virtual world so long as his credits last, secure in the knowledge the doctors would never, ever let anything befall his helpless body. And death in the simulation is usually perfectly safe, really...why do you ask? As with vids and games, there's a wide variety of MindRoom simulations. Use them as a pretext to run your Troubleshooter PCs through any published adventure for other (non-fun) roleplaying games. Feel free to make scenarios go horribly wrong, accidentally cross over with IntSec training simulations, or seemingly end suddenly in a way that leaves the players wondering if they're still inside...All franchises make copies of user interactions with their simulations, so IntSec can look them over if necessary, but they don't snoop directly unless a scenario looks especially likely to generate entertaining or treasonous results. Of course, any scenario played by Troubleshooters is bound to generate entertaining or treasonous results! (*Eric Minton*)

Personal Demolition Contractors



Category: Services/Demolition
Qty available: 1
Offered by: HappyHappyBoomBoom
 (a licensed HPD&MC service firm)
Buy it now: 150cr
Item location: N/A
Delivery: N/A
Payment accepted: ME Card

Need to knock down a wall to expand your dormitory or break into a nest of traitors with guns a-blazing? You can't just go off and blow things up on your own. No, you need the experts. You need the help of Personal Demolition Contractors!

For a small fee, our PDCs will assess the structural integrity of the area, determine the security clearance of the other side of the wall, set charges and take out those pesky load-bearing members! Call HappyHappyBoomBoom and hire your own Personal Demolition Contractors!

Comment on this service:

I lost my Personal Digital Companion and asked The Computer for a new PDC. I got a Personal Demolition Contractor instead. He keeps following me around and asking to blow things up. I think I've got him trained though; he's been doing pretty good remembering my address book and schedule.—Alessandro-R

Customers who used Personal Demolition Contractors also bought:

T3478/d Justification for Property Damage Form

GM ONLY! ORANGE. 150cr for initial assessment, plus variable fees for the job itself. A call for Personal Demolition Contractors results in the arrival of a survey team consisting of two to four GREEN demolitions experts, and one BLUE overseer/lawyer. They won't blow anything up until the purchaser fills out a whole stack of forms indicating why the wall needs to be blown up, plus a waiver absolving the service firm of all responsibility for damage, treason and other problems caused by blowing stuff up. They then proceed to blow stuff up.

Before the dust has settled, the purchaser receives C-mail from The Computer containing an invoice for the cost of replacing the demolished wall, a very hefty sum (see the box nearby). Whether this is sufficient to send the purchaser's credit balance into the negatives, or even so much that the clone bank forecloses and wipes his template, is entirely up to you. (*Eric Minton*)

Architecture & collateral damage costs

Note: All prices given are approximate. Don't get bogged down calculating property damage costs! If the Troubleshooters demolish a couple dozen pieces of Alpha Complex infrastructure, don't stop the game to add up the values. Just pull a number out of the air and crush their feeble credit balances. Turn the PCs against each other during debriefing by having The Computer first name a gargantuan fine, then ask the Troubleshooters to identify the team member responsible for paying it.

Remember, though, Troubleshooters do have license to dish out a lot of damage, *if*—and this is the key point—*if* it's directly necessary to fulfill their mission. So instead of simply passing the blame, the responsible party can try to weasel out of the fine, even as his compatriots insist he blew up that Bright Happy Complex nuclear reactor for *no good reason*.

Item	Repair cost	Replacement cost
Clone tank	35,000cr	100,000cr
Conduit (power)	1000cr/section	2,000cr/section
Conduit (water)	2,000cr/section	5,000cr/section
Control panel	500cr	1,000cr
Door (blast)	250cr	1,000cr
Door (sliding)	50cr	200cr
Nuclear power plant	like, a billion cr	like, a trillion cr
Pillar	10-50cr	100-200cr
Security camera	300cr	600cr
Wall (heavy)	150cr/section	300cr/section
Wall (partition)	20cr/section	50cr/section
Vending machine	200cr	400cr
CompNode	Just roll up a new character, okay?	

Rashan-O's Frequent Buyer Card

Category: Services/Food and Drink/Cafeterias
Qty available: 120
Offered by: Rashan-O's Approved Fun Beverage Depot (a licensed PLC service firm)
Current bid: 19cr
Item location: Any Rashan-O's Approved Fun Beverage Depot
Delivery: Pneumatic Courier Express, Sector Priority Delivery
Payment accepted: ME Card, PayNow, PLC licensed credits

We all head to Rashan-O's after a long shift, so why not get a little something back? Introducing Rashan-O's Frequent Buyer Card. For every ten credits you spend, you'll receive one 'Rashan-O Credit' on this card. That means for every ten bottles of AfterShift Relaxation Tonic you buy, you can get your next bottle free! That's right, free! Offer not valid in GRR and ITR Sectors. Employees of Rashan-O's and their clone families are not eligible for this card. Credits can be used on any of Rashan-O's drink or pill options only.

Comment on this service:
 Anyone know something that will crack the encryption on these credits? Vat?—y3l10wb0t
 Not me, man.—VatVatVat
 I couldn't even get License Genie to crack it. Rather high security for a little card, yes?—warmfun211

Customers who bought Rashan-O's Frequent Buyer Card also bought:
[PLC Cafeteria Coupon Book](#)

GM ONLY! RED. 10cr. Rashan-O's Approved Fun Beverage Depot is a chain of bars that provides nonalcoholic drinks, approved pharmaceuticals and sanctioned entertainment to citizens. It is also one of the largest IntSec operations ever undertaken. Each bar houses hundreds of secret cameras, microphones and sensors to watch over everything the customers say or do (Tension level 19). The card takes it a step further with an RFID tag that monitors the character's location at all times. Once the card is redeemed for free stuff, the character is automatically billed 10cr and given a fresh card. (Bill O'Dea)

REDLine Transbot Passes

Category: Service/Transportation/Public Transportation
Qty available: 204
Offered by: REDLine Transit Authority (a licensed Technical Services firm)
Current bid: 130cr for 1 month
Item location: n/a
Delivery: C-mail
Payment accepted: ME Card, Tech Services licensed credits

RTA introduces the fastest, most reliable transbot service in the Complex—the REDLine! Scientific breakthrough allows our transbots to use the same rails as standard transbots, but ours can reach speeds of over 300 kph! Patented variable-speed brake system ensures gradual acceleration and deceleration each and every trip, and new airbags (front, back, side, top, bottom and corner) increase safety well beyond Tech Services standards. Each pass is valid for a single one-way trip to any sector in the complex. That's right, any sector! So buy several before others hear about this and take all the passes for themselves!

Comment on this service:
 I went from YSO Sector to AAT Sector in only 20 minutes! More important, I arrived in one piece!—jojo

FAST AND EFFICIENT

The encryption on these is so very sad. I used License Genie to rip out and make copies of the go code. Then I made my own passes. Of course I sold them all. I'm not stupid enough to get on these things.—w00ter

Customers who bought REDLine Transbot Passes also bought:
[Up And Away Elevator Superchargers](#)

GM ONLY! RED. 150cr for a monthly pass. Passes are downloaded to the character's PDC and allow one entry per pass. A timetable is also downloaded with each pass. These transbots are very fast, safe and reliable. Unfortunately, they use the same rail system as slower, standard transbots. A REDLine transbot moving at 300 kph will suddenly stop and begin arguing with a regular transbot to get out of the way. Given that these transbots are stuck on rails, that is usually impossible, and the arguments can get quite heated ('Move aside, you obsolete crate!' 'Bite my caboose, railface!') The bots ram against each other as they recruit the passengers to help fight against the other transbot. Malfunction; Every airbag deploys to trap the characters in a sea of puffy white bags. (Bill O'Dea)

Service Firm Reassignment Services



Category: Services/Vocational

Qty available: 1

Offered by: Service Firm Reassignment Services (a licensed CPU service firm)

Buy it now: 200cr

Item location: Any Service Firm Reassignment Services office

Delivery: N/A

Payment accepted: ME Card

Unchallenged by your current service firm assignment? Looking to broaden your horizons? Then come to Service Firm Reassignment Services to find yourself a new place in Alpha Complex! We offer a battery of advanced Vocational Placement Examinations to determine your physical, mental and emotional aptitudes, then feed them through our Universal Career Database to find the service firm assignment that's perfect for your unique personal needs!

Comment on this service:

Turned out that I was already working my ideal job!—Danny-HLR

Me too! Wow, Alpha Complex really is perfect!—Anne-YSH

You can actually get these guys to reassign you to a good job. All it takes is a big enough bribe.—yumbot

Customers who used Service Firm Reassignment Services also used:

Security Clearance Reassignment Services

GM ONLY!

INFRARED. 200cr. The tests provided by Service Firm Reassignment Services really do pick out the best job for you. Unfortunately, Alpha Complex society isn't designed to allow that kind of lateral mobility; if everyone did the jobs they were best suited for, there wouldn't be enough INFRAREDs working in the food vats and habitat systems to keep everyone alive. So the actual test results are tossed out, replaced by whatever menial positions The Computer needs filled right now. This means the average citizen visiting Service Firm Reassignment Services discovers his 'ideal job' involves cleaning food vats or serving as volunteer reactor shielding. Transferring to this new assignment is mandatory—though SFERS clerks make a nice side income 'misplacing' reassignment forms of worried applicants. *(Eric Minton)*

Vulture Squadron EMT



Category: Service/Health and Safety/Personal

Qty available: 10

Offered by: Vulture Squadron Medical Wing (a licensed Armed Forces service firm)

Current bid: 8,430cr for one-month subscription

Item location: N/A

Delivery: Black Box Package Transit, Secur-CORR armed escort

Payment accepted: Payment++, PayNow

Dying might be great for your replacement clone, but it still means you're dead. Show the traitors you're not done yet with a subscription to a Vulture Squadron Emergency Medical Technicians. When in danger or seriously injured, simply activate the patented Go Code supplied to your home, office and PDC to call down four well-trained and heavily armed Vulture Squadron medics to your location. Each team is trained to protect your current life by treating wounds, eliminating the threat or getting you out of there. Vulture Squadron EMTs—because sometimes a replacement clone is not an option.

Comment on this service:

I saw these guys in GYR Sector last month. Talk about amazing! They practically sewed some INDIGO's head back on, but he walked away just fine!—footstool41

But what did they put inside before they put the head back on? Commie telepathy nodes, that's what.—velocity_rulz

Customers who used Vulture Squadron EMT also bought:

Dueling Force Swords (2)

GM ONLY!

BLUE. 9,000cr/month. The 'Go Code' is unique to each subscriber and is activated by voice command. It's highly encrypted and difficult to crack. Once activated, a team of four BLUE Vulture Squadron medics arrives within two minutes in highly dramatic fashion (dropping in on ropes, superfast autocar, airdrop, etc). Each has a different weapon: a flamethrower (S3K), cone rifle with solid AP shells (W3K), BLUE laser rifle (W3K) or needle gun (S3K). They also carry medicines, bandages, even field surgery kits. Given a few minutes, they return any character from Down to Okay. They are respectful, efficient to a fault and do not leave until the threat is gone. If the EMTs are called and there is no emergency, they are authorized to create one and then rescue the subscriber. *(Bill O'Dea)*

Vulturecraft Rental



Category: Vehicles/Vulturecraft/Rental
Qty available: 1

Offered by: GunBot Supply LLC (a licensed Armed Forces service firm)

Rent it now: 1,000cr/day rental

Item location: GunBot Supply
LLC Maximum Security
Compound, RRN Sector ([map](#))

Delivery: Personal Pick-Up

Payment accepted: ME
Card, Payment++

Looking to pilot a flybot with punch and pizzazz? Ever wanted to fly the finest in Alpha Complex aviation engineering? Do you just love to blow things up? Well, now you can!

For the first time ever, you can rent a Vulturecraft Mk. 027 for your personal assault aircraft needs! Each of our lovingly preserved Vulturecraft has been remaindered from the Armed Forces in perfect condition, ready and eager to meet your aerial combat needs! The Vulturecraft Mk. 027 seats twelve, including a pilot and co-pilot. Double rotors permit airspeeds in excess of 150 kph, with far greater maneuverability than you'll find in any commercially available jet!

Comment on this service:

Sounds great, but what would I do with a fifteen-meter long aircraft? It's not like there's all kinds of wide open spaces in Alpha Complex.—Alexandra-G

You could always take it Outdoors.—Brandon-O

Not without authorization. These suckers are pretty stubborn about this sort of thing.—fireflir

You just don't know how to talk to them.—Cyborg838

Customers who rented Vulturecraft Rental also bought:

Vulture Warriors Are Go! vidshow theme PDC ringtone

GM ONLY!

BLUE. 1,000cr/day. Stealth 6, High Alert 10; Violence 11, Energy Weapons 15, Projectile Weapons 15; Weapons: Laser cannon 2 (M3V energy, 1 shot every 5 rounds, range 200m) x2, tube cannon 1 (as cone rifle, requires manual reloading) x2, firethrower (S3K energy, 10 shots, range 20m, area effect—60-degree cone), spray, radar jammer (blocks all radio communication while active; disables any incoming radar-homing missile on a roll of 15 or less); Armor: 6 (hardened). The cream of the Armed Forces air fleet, the Vulturecraft outfly, outgun and outperform all other gunships in their class. Although the Vulturecraft Mk. 027 is an outdated model, it's nonetheless tough enough to soak up all the punishment that, say, a team of RED Troubleshooters can dish out. Constant exposure to death and mayhem tends to turn the bot brain of the average Vulturecraft into a sociopathic murder machine that opens fire on potential threats without consulting its crew, and the Mk. 027 is no exception. If low-clearance passengers get on its bad side (by challenging its authority, perhaps), it may have difficulty resisting the temptation to call them traitors and turn on its anti-personnel internal security systems. (Whether it blasts an offender with deadly projectiles, ejects him from the vehicle or simply fills the passenger compartment with vomit gas is up to you.) Naturally, the PCs are liable for all damage inflicted by (or on) the Vulturecraft during the rental period. (*Eric Minton*)

WiseGuy Debt Counseling



Category: Services/Financial
Services/Debt Management

Qty available: 33

Offered by: WiseGuy Credit Services
LLC (a licensed CPU service firm)

Current bid: 160cr/month

Item location: n/a

Delivery: Courier, [Vulture Express](#)

Payment accepted: [QwikCredit](#)

Overzealous buying is a sign of loyalty, but debt is not. Get a grip on your debt with WiseGuy Debt Counseling! We combine all your outstanding debt and arrange for low monthly payments so you can pay off your debt and still have credits to spend! If your buying habits aren't wise, you need a WiseGuy!

Comment on this service:

At first I was happy when my roommate signed up. After being threatened for asking her to make her bed, I'm having second thoughts.—Sylvia-O-YTY-2

Wanna hear something [DELETED] funny? I don't sleep. You do. Enjoy your own [DELETED] bed, you [DELETED] piece of [DELETED].—loanbot334

Customers who used WiseGuy Debt Counseling also bought:

Asperquaint (100 tabs)

GM ONLY!

INFRARED. 100cr/month. This service assumes all a character's outstanding debts and requires a monthly payment of either 2% or 100cr, whichever is higher. The debt APR is 28.75%, so characters could be in debt forever. To ensure their 'interests', the service requires clients to wear a tracking collar to prevent skipping out on their debts. With large debts, WiseGuys sends out a loanbot, a modified guardbot programmed to prevent the debtor from doing anything dangerous that could prevent the company from collecting on the debt. This includes protecting the character from 'danger' ('You are not allowed in that [DELETED] briefing room. Troubleshooting is [DELETED] dangerous, capeesh?'), as well as more proactive protection ('You looking at my guy? Is he a clownbot? Does he amuse you?'). (*Bill O'Dea*)

[VIEW CART](#)[WISH LIST](#)[HELP](#)[REPORT TRAITOR](#)[SEARCH](#)

Great gifts! —For ALL security clearances!

FEATURED ITEM

Component 305



Category: [Jewelry](#) / [Pendants](#)
Qty available: 10
Offered by: We Can Get It
 For You Wholesale PLC (a
 licensed PLC service firm)
Buy it now: 800cr
Item location: QOP Sector ([map](#))
Delivery: [Secur-CORR Armed Escort](#)
Payment accepted: ME Card, [PayUp](#)

Take this opportunity to get hold of the trendiest jewelry in all of Alpha Complex! Manufactured in limited quantities by Industrial Jewelers LLC. Component 305 has been lovingly machine-crafted from only the finest materials: copper, iridium, aluminum, osmium, gallium, tantalum, beryllium, uranium, stainless steel, steatite, diorite, dolomite, polycarbonate and synthetic diamond! I can assure you that you'll find nothing more fashionable anywhere in Alpha Complex. Still vacuum-sealed in its original packaging, and bubble-wrapped for extra protection. Includes a 24-inch sterling silver rope chain. Don't miss out. Buy it today!

QUIKLINKS

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BeatMaster Piezoacoustic Audio Stick	123
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INFRARED's Best Friend	124
Stress-B-Gon Squeeze Ball	125

FASHION!

Comment on this item:

What's so amazing about this thing? It looks like something from inside a plasma generator.—
 crashzero

Oh, I want one. It's so magnificent...so beautiful...so precious.—Bill-O

Customers who bought Component 305 also bought:

Anodized Aluminum Tubing

GM ONLY! RED. 800cr. An elaborate, inscrutable and strangely attractive widget that's clearly part of some larger machine. Once upon a time, PURGE decided to build tacnukes—lots and lots of tacnukes. However, one key component turned out to be impossible for them to fabricate, and they needed more than they could conveniently steal. But they found a solution! With a little massaging by an HPD&MC focus group, they made that key tacnuke component into the most stylish fashion accessory in all Alpha Complex. Worn openly, Component 305 draws admiring crowds eager to ogle or fondle it. But once enough tacnukes go off, IntSec will suss out the scam, at which point the unfortunate owners of Component 305 possess illegal merchandise classified as dual-use for the manufacture of terrorist WMD. (Eric Minton)

IT'S ALMOST HERE!

BOUNCY BUBBLE BEVERAGE AS YOU'VE NEVER SEEN IT BEFORE!

'How can they get away with THAT?!'

C-Bay! VERY SOON!

25 Hour Digital Wall Clock



Category: [Gifts / Gags and Humorous Gifts](#)

Qty available: 75

Offered by: Everyday Object Transmogrieffers (a licensed HPD&MC service firm)

Current bid: 56cr

Item location: MCR Sector ([map](#))

Delivery: [Daycycle Delivery, PLC](#)
[Moderately Express Mail Delivery](#)

Payment accepted: ME Card, [METro Checks](#)

Share a laugh with the 25 Hour Digital Wall Clock, the perfect gift for busy citizens always trying to squeeze an extra hour into their day. Great for supervisors, coworkers and employees. Hangs on any ISO-9600 standard wall peg. Includes battery for one year of continued operation. Enjoy a chuckle 25/7!

Comment on this item:

Does I get extra hour of sleepy, or does I get extra hour of transbot assembly line?—Brian-DCC

Customers who bought 25 Hour Digital Wall Clock also bought:

[Li'l Troubleshooter Imitation RED Laser Gun](#)

[BROWN Level Joke Promotion Voucher](#)

GM ONLY! INFRARED. 40cr. This wall clock does not start over at 00:00 until it reaches 24:59. Although it's a simple (and unfunny) joke, some citizens do not know any better. Immediately after this clock entered production, IntSec began to receive tardiness complaints that started at one hour, then increased by an hour for several days. After investigating, CPU distributed memos to high-clearance supervisors not to give these as gifts to low-clearance citizens, who might think 25-hour days were a new mandate. For some reason, the tardiness complaints have continued to increase. (*Bill O'Dea*)

BeatMaster Piezoacoustic Audio Stick



Category: [Music / Instruments](#)
[/ Electronic](#)

Qty available: 1

Offered by: Justin-Y

Current bid: 232cr

Item location: Apartment 612, Happy Housing Tower 7, NSY Sector ([map](#))

Delivery: [Jackobot Delivery](#)

Payment accepted: ME Card, [PayUp](#)

A most excellent music device! Harmonic crystal technology sends phased pulse signals into anything you hit, forcing things to make their own distinctive music. Walls, conduits, autocars and INFRAREDS each give off unique notes and chords! Strike people in different places to get different tones! Adjustable audio controls allow for variations in volume, pitch and timbre. This is a must-have item for any music buff.

Comment on this item:

Just like Rand-Y and the ROKbots used on their RIA Sector tour!—eleventeen

You mean, like in that drum solo on 'She Blinded Me With A Treasonous BLUE-Level Laser'? I love that song!!—John-O-PTF-5

Customers who bought BeatMaster Piezoacoustic Audio Stick also bought:

[Bong-O's MegaDrum](#)

[Junior Clone Fission Percussion Set](#)

[MegaMix Audio Enhancement Software](#)

**ENTIRELY
FUNKY!**

GM ONLY! YELLOW. 395cr. Looks like a percussion drumstick with a crystalline tip. Works as advertised. Inadequate waterproofing causes stick to malfunction when wet, sometimes with a burst of explosive sonic feedback (treat as a sonic pistol attack with a 5m radius), though never when a PC wants it to. Used as a hand weapon, treat as a stun pistol with range 0. (*Eric Minton*)



Officer Christopher-G says, "Have you visited a Confession Booth today?"

The Computer loves you! Visit a friendly Confession Booth every day!

Fnord



Category: [Other](#) / [Other Other](#)
 / [Other Other Other](#)
Qty available: N/A
Offered by: whitehead13
Current bid: 1,776cr
Item location: N/A
Delivery: N/A
Payment accepted: All

Improved stability and aerodynamics for a lean, fashionable look. Lasts 322% longer than competing brands with similar flavors. Leaves all surfaces free from sticky residue or streaks. Ultimate in comfort and made from the latest approved fabrics. Must-have for all serious Teela-O fans. Includes thirteen attachments for getting to those hard-to-reach areas. New energy-miser mode for whisper-quiet cleaning. Always in stock and ready for immediate delivery. Time-stamps and collates all documents automatically without messy applicators. Incompatible with series 1100 PDCs and jackobots model AW-644/2 or earlier.

Comment on this item:

This is good. I like it. Good stuff. Help me.—PP377

Don't buy! It's a front for a Free Enterprise cell infiltrated by IntSec agents who are mind-controlled by Communists!—trustno1butme

Customers who bought Fnord also bought:**Fnord****GM ONLY!**

INFRARED. 1,776cr. This is not a product for sale but rather an Illuminati system for arranging meetings and recruiting new members (the description is designed to get past C-Bay treason-detection filters). A PC who buys Fnord receives an empty package. Soon an Illuminati member (degree 3) visits the character and 'initiates' him into their secret society. You decide whether or not the character has a choice. Alternately, this can be an IntSec plot to see if the Illuminati are still active. A character who buys Fnord could receive a luxury vacation in an IntSec re-education camp. (*Bill O'Dea*)

INFRARED's Best Friend



Category: [Bots](#) / [Dumb](#)
 / [Morale Booster](#)
Qty available: 247,650
Offered by: Black Bot Bureau
Buy it now: 25cr
Item location: CRH Sector
 Dark Containment (map)
Delivery: [Courier](#), [PLC](#) [Moderately](#)
[Express Mail Delivery](#)
Payment accepted: [PayNow](#),
[QwikCredit](#), [ME Card](#)

A little slice of The Computer's friendship, yours to own! The INFRARED product even High Programmers own, our Best Friend bot will always give you the unending devotion and acceptance* The Computer would give you if it wasn't busy ensuring the Commies don't corrupt your mind and devour your internal organs.

* *Devotion, acceptance and loyalty not guaranteed if owner proves to be lying Commie mutant anarchist.*

Comment on this item:

So what happens if I step on one? Accidentally, of course.—HALmustDie

Imagine a soap bar with legs.—Peck-R-DIL

Customers who bought INFRARED's Best Friend also bought:**Bot Feed (Rusty Bolt flavor)****GM ONLY!**

INFRARED. 25cr. This robotic cockroach with a smiley face, also known as a roachbot, derives from a Sierra Club and Romantics plot to reintroduce pets to Alpha Complex. It looks like an iguana-sized cockroach. Its bot brain is [cough] rudimentary. Its typical behavior: 1. Identify owner. 2. Follow owner, staying out from underfoot. (This condition doesn't apply to *other* citizens.)

In reality, roachbot behavior is rarely typical; its bot 'brain' is easily reprogrammed (Software/Bot Programming check) to do things like fetch, scurry into the shadows and crawl up legs. Computer Phreak recruiters look for nonstandard behavior to identify citizens with potential. Death Leopards prefer instead to plant explosives on other people's roachbots (Demolitions check), releasing them to unwittingly deliver the payload to their owners. This prank is so popular (at least in Zap games) that 1 out of 20 roachbots are rigged to blow at a random time (treat as a grenade). In **PARANOIA**, it's not enough to have your pet die; it has to take out your leg with it.

Roachbots can identify their owner 99.9% of the time, even if he's disguised or transformed. Even if they could think, they can't communicate. Destroying one is nearly impossible, though they seem to drop like flies when you actually need them. ('Run, Charlie! Get the IntSec troopers!' *VrooOOOM—BEEP BEEP—CRUNCH!*) Rumors that a hivemind controls the roachbots and is attempting to subvert the complex are treason, of course. (*Jeff Groves*)

Stress-B-Gon Squeeze Ball



Category: [Gifts](#) / [Office Toys](#) / [Stress Relief](#)

Qty available: 1,728

Offered by: HPD&MC

Storage Depot 34-TQR

Current bid: 25cr

Item location: TQR Sector ([map](#))

Delivery: [RailMail](#)

Payment accepted: ME Card

Feeling stressed on the job? Having trouble maintaining required levels of relaxation and happiness at home or in the office? Try one of our patented Stress-B-Gon Squeeze Balls! When you feel stress begin to build, just give it a squeeze, and keep on squeezing until you feel the stress melt away. Remember, stress in the workplace leads to inefficiency, and inefficiency is treason, so protect yourself and those you work with, and order today!

Also makes a great gift!

Available in black, red and orange. Please specify color with order.

Comment on this item:

The ball works great, as does the scheduled therapy for too many squeezes. Great gift for less-than-friendly teammates if you purchase it in their name and pre-squeeze it. Oh, did I say that?—Bill-O

Customers who bought Stress-B-Gon Squeeze Ball also bought:

[SerenityNow! 24 caplet blister pack](#)

[Relaxing Vat Sounds audio file](#)



Watching Algae Grow screensaver

GM ONLY! ORANGE. 40cr. A fist-sized sphere of soft rubber foam. It is remarkably effective at relieving stress when squeezed repeatedly without gloves on. This is due to the tiny doses of trepafocutine the ball administers when squeezed. In small doses, trepafocutine is an excellent, if mildly addictive, anti-anxiety agent, giving the user a small bonus to all Action skills for the scene in which the squeeze ball is used. In larger doses, it causes seizures, paralysis and spastic colon.

The ball contains a small processor that tracks the number of times per day it is squeezed. If the limit is exceeded, the processor decides the ball's owner is suffering from unusual stress, and automatically schedules him for additional medication, psychotherapy and treatment. This is regardless of who is actually squeezing the ball. (Ben Engelsberg)

IT'S HERE AT LAST!

It's the **NEW**
MANDATORY
thing!



IntSec says, 'Report a traitor and win a free case!'

**Payment & delivery methods**

by Joshua Moretto with Jeff Groves

Payment

Cash/Plasticred: Described in the *PARANOIA* XP rulebook. Anonymous, safe and only somewhat suspicious. You can always pay with unlicensed credits when the seller requires licensed, but never vice-versa.

ME Card: Your personal ID/credit card, described in the *PARANOIA* XP rulebook. Better yet, someone else's.

METro Checks: Heavily licensed plasticreds, METro Checks frequently have the licensing encrypted with a quasi-random algorithm, concealing it 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-unlicensing scams. Appeals primarily to untutored novices. Motto: 'Who do you want to pay today?'

Payment++: The electronic option of choice for Computer Phreaks and non-Phreak security freaks, Payment++ runs the transaction through a multilevel encryption system ('Virtually unbreakable!'—Payment++) before transmitting it to the seller, for a small fee. Not as anonymous as plasticred, but much more discreet than a standard ME card purchase.

PayNow: Want it now? Want it so badly you just can't risk letting some other clone win the auction? PayNow lets you circumvent the auction process and purchase the item (using your ME Card) immediately at the seller's predetermined price. Any disparity between the current bid and the seller's predetermined PayNow price is, for the obsessive consumer, just part of the thrill. Funded by Free Enterprise (of course).

PayUp: Built on the success of PayNow, PayUp (under the auspices of Cred-Fixers, Ltd.) operates in almost identical fashion, but charges more to guarantee the buyer's personal information is not sold to other bidders. Said to be funded by a renegade faction of Free Enterprise; PayNow/PayUp gang wars are brutal.

QwikCredit: Buying without credits. A breakthrough CPU economic strategy, the

QwikCredit option allows a citizen to purchase goods without spending any money. A ME Card is required, but instead of deducting credits as in a regular transaction, the citizen acquires a standing debt equal to the purchase. This interest-accruing debt can then be paid in perfectly reasonable monthly installments. Responsible citizens never QwikCredit themselves into termination and a template wipe. Said to be funded by a bunch of former IntSec GREEN goons who were too brutal and corrupt even for Free Enterprise.

Delivery

Black Box Package Transit: 'Security is a Black Box', according to the firm's ads. This courier firm capitalizes on its patented Black Box Enclosure system, which locks the package in a virtually indestructible container openable only by the recipient's tongueprint. The corresponding price hike over regular couriers is mostly due to this additional security.

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 for a bunch of 1s and 0s passing through the C-Bay servers, although good encryption can help.

Courier/Deliverybot/Transbot: The oldest means of delivery. Courier security is usually dependent on the courier's trustworthiness (yeah, right), pay (often used to stimulate trustworthiness) and, in an emergency, resourcefulness and combat skills. Deliverybots can handle most smaller packages, while the larger transbots carry larger, bulkier items. Relatively secure compared to couriers, unless the bot gets hijacked by a citizen with higher security clearance than the sender.

Daycycle Delivery: 'Delivery in One Day or Most of Your Credits Back!' 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: Originally a local delivery service, Fed-R-ALL Express is now stepping up to make a complex-wide impact (literally) building a reputation for undercutting prices and (according to rumor), sabotaging its competitors' deliveries. Fed-R-ALL couriers tend to be slightly better-armed than their rivals and ride speedy-quick rocketcycles.

Illuminati Nightcycle Express: There is no entry for this service. It does not exist. References to it are mere jests. Assertions to the contrary are dealt with in harsh yet plausibly deniable fashion. Thank you.

Jackobot Delivery: Despite the name, this is not actually delivery via jackobot, but a business venture capitalizing on the name of everyone's favorite multipurpose bot. Essentially a jazzed-up courier service, Jackobot Delivery employees (often YELLOW, occasionally even down-at-heels GREEN citizens) receive expert training in a wide variety of skills, including combat, 'to ensure they have all the know-how necessary to get your package there on-time, no matter how hazardous the delivery!' Extremely reputable, but prohibitively expensive.

Personal pickup: The buyer arranges transport and goes to the item's current location. The seller has no responsibility regarding the item's actual portability. The wise buyer brings multiply-redundant proofs of purchase, lest he fall victim to unscrupulous salespersons. High-clearance buyers sometimes send Troubleshooters in their place, trumping up some bogus mission pretext to justify the trip.

PLC Moderately Express Mail Delivery: One of PLC's two main postal systems, this consists of deliverymen making routine pickups from central mailing stations. Intersector mail is transported via transtube in bulk and then routed to that sector's mailing station. Delivery is slow and unreliable, but unbeatably cheap—even INFRAREDs can afford it.

PLC SupaExpress: PLC's other mail delivery venture, SupaExpress operates in a nearly identical fashion, except for the inclusion of a nominal fee and the assurance that the package will arrive 'probably within three to five days'.

Pneumatic Courier Express: A cost-efficient bot-based delivery firm using old and refurbished bots as couriers. Prices run about half of most competing services, and the firm assures clients its bots are only slightly more prone to malfunction or catastrophic component failure than newer models. Surely they wouldn't lie to their customers?

PayNow



The best way to pay is now

PAYMENT/DELIVERY

Postal Warbot: Taking bot-based delivery to new heights, this method uses a reconditioned warbot in place of the standard deliverybot or transbot. 'Reconditioned' means the bot has new delivery software; the warbot retains its combat programs, not to mention fearsome weaponry. Very secure, and a common fallback duty for warbots made obsolete by later models. Malfunctions are unheard of. That's because there are never survivors to report them.

R&D Special Delivery: Not so much a method as a designation, R&D Special Delivery applies when the goods in question are still at least provisionally 'in development' under the auspices of that group's firms. Labs use this as an excuse to test new delivery methods, with their customary wildly varying results.

RailMail / Transtube Express: Two popular methods for long-distance inter-sector delivery. Mail is transported via inter-sector transtube and thence carried to its destination by deliverybot. RailMail is the budget service. Transtube Express offers the higher-paying citizen a no-crushing/breaking/exploding one-day-delivery guarantee. Genuinely safe, barring traitorous transtube robbery.

Rapid Print'n'Bind: For on-demand document hardcopies. The relevant document is printed, collated and bound ('Guaranteed Sturdy-ish'), then delivered via PLC Moderately Express Mail Delivery. This saves on warehousing costs and

reduces the number of copies 'disappearing' from storage onto the IR market.

Sector Priority Delivery: A roulette wheel of package delivery. Delivery schedules for this service are based on sector rank in the firm's internal lists. Top-tier sectors get the fastest delivery; lower-ranked sectors wait until the top-tier clients have been serviced. Rumors suggesting that sector rankings depend heavily on kickbacks, or that some low-tier sectors never receive delivery at all, are utter nonsense.

Secur-CORR Armed Escort: A courier service offering a fully armed personal guard for your package, with prices varying depending on the requested number of personnel. Staffed largely by retired Armed Forces veterans, it competes bitterly with Vulture Express.

Vulture Express: Vulture Express is a commercial postal offshoot of the much-vaunted Vulture Squadron. Packages are delivered by armed Vulture Express agents, whose uniforms superficially resemble those of actual Vulture Squadron guards. Service is offered in a spectrum of 'clearances', which mimics the security clearance spectrum. Higher 'clearance' guarantees a faster, safer, more reliable delivery. Vulture Express deliverymen never intimidate citizens by pretending to be Vulture Squadron guards. That's right, never! You got a *different* view about that, *vatface*?

'What's all this for?'

Do you need all these payment/delivery methods? Will your players worry about eight different payment methods, or will they just say, 'I buy that cone pistol'?

You don't really need to attend to any of this stuff. But it does provide flavor, and you can use it as one more player control device. Suppose your player really doesn't care which payment method he uses to obtain some mission-shattering gadget. That means, when you ask if he wants to put his purchase on QwikCredit, he won't know how he's screwing himself until it's too late.

Use this diversity, especially in Straight games, to foster player anxiety. Which of those shipping methods is reliable? Infiltrated by IntSec? A cover for message courier work to some secret society? Opening the PCs' packages and sabotaging them in the name of international Communism?

Variety is good. Variety is fun. Fun makes us happy—and The Computer says happiness is mandatory.

—Paul Baldowski

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> .					
PLC Express	9–11 days	1cr	5cr	15cr	50cr	—	—
Pneumatic Courier Express	2–3 days	5cr	10cr	15cr	50cr	250cr	400cr
Postal Warbot	16–20 hrs	50cr	150cr	250cr	600cr	2,000cr	6,000cr
R&D Special Delivery	6m3.14s	Free. Recipients get a small credit bonus if they survive delivery and properly fill out the experimental evaluation forms after cleaning up.					
RailMail/Transtube Exp.	3–4 days 2cr	2cr	5cr	20cr	60cr	300cr	500cr
Sector Priority Delivery	6–7 days 3cr	10cr	20cr	40cr	200cr	300cr	—
Secur-CORR Armed Escort	2–3 days	50cr	100cr	200cr	500cr	1,000cr	—
Vulture Express	2–3 days	100cr	200cr	300cr	750cr	2,000cr	5,000cr

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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An informal gaggle of over a dozen **PARANOIA** writers, the **Traitor Recycling Studio** comprises over a dozen players 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*:

Paul Baldowski works in an obscure branch of CPU and lives somewhere on the outskirts of Manchester in the UK. His writing for **PARANOIA** XP has finally justified lugging around several hundred rulebooks and gaming magazines all this time. Paul accepts full responsibility for the *Crash Priority* mission 'Patch Job', several chunks of the core XP rules and *Gamemaster Screen* mission blender, and the odd piece of unique wisdom on his **PARANOIA** blog, www.omegacomplex.com.

Alon Elkin currently lives in the port city of Ashdod, Israel, only a 30 minutes drive from the sun-bathed Gaza Strip, and likes to think of his country as an undomed version of Alpha Complex. He helped a bit with the core XP rulebook and the *Gamemaster Screen* mission blender. He also writes some music reviews now and then.

Ben Engelsberg lives in Tucson, Arizona. He's played **PARANOIA** since 1985, when he and a group of students used it as part of a study on George Orwell's *1984* and dystopian societies. Any excuse to play games during school. He currently serves The Computer as the Customer Support Operations Manager for a mid-size software company.

Beth Fischi is a writer and editor based in Austin, Texas. Her last name rhymes with 'whiskey.' In the 1990s Beth wrote for five Storyteller RPGs from White Wolf Game Studio (*Vampire*, *Werewolf*, *Mage*, *Wraith* and *Changeling*). She's helping her husband, Allen Varney, package the first year's support line of **PARANOIA** XP products from Mongoose Publishing.

Andy Fitzpatrick is better known to loyal members of the **Paranoia-Live.net** forum as High Programmer Jazzer. 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.

Jeff Groves is a college student in Iowa. A longtime **PARANOIA** fan, he signally improved the XP edition through his playtest feedback and his articles in Mongoose Publishing's *Signs & Portents* magazine. He wrote 'Nyuk Nyuk Nyuk' for *Crash Priority* and 'Pre-PARANOIA' for *PARANOIA Flashbacks*.

Contributor to the XP rulebook and the *Toothpaste Disaster*, **Karl Low** lives in Calgary and divides his time between procrastinating and frantically trying to get stuff done. He's been having more luck with the former, lately.

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.

Joshua Moretto first encountered **PARANOIA** in its second edition as a young lad. He was permanently enthralled and/or damaged, and doomed to write for it when it returned from the grave. Joshua is

proud (and happy, as per requirements) of *STUFF*, his first published work. It now gives him the freedom, when at parties, to claim to be an author.

Bill O'Dea is a high school administrator who lives, works and drinks with a very understanding wife in Chicago, Illinois. Although he's written several published science fiction stories, he's never worked on a RPG before. He's thrilled, honestly. As Biggles he is active on the **Paranoia-Live.net** and **FriendComputer.net** Web sites.

R. Eric Reuss is a computer programmer and game designer with way too many hobbies to list in a short bio. During the 1990s his **PARANOIA** games metamorphosed from normal tabletop roleplaying into strangely intense weekend affairs involving decorations, lighting, props, bad techno music, a team of three Gamemasters, and about as close to actual Alpha Complex food and drink as is probably safe. His first **PARANOIA** supplement, *The Mutant Experience*, was published in early 2005.

Allen Varney (www.allenvarney.com) is a game designer and writer in Austin, Texas. He designed the XP 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*. With his wife, Beth Fischi, he is packaging the early XP support line for Mongoose Publishing.

These and other notorious Traitors are even now preparing other **PARANOIA** products not yet available at your clearance. Get ready! Check out the latest **PARANOIA** news on the XP 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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...s / Field
...ed Missiles

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Item location: FFD Sector (p

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—Antonio-R
ous snack of REDdimeal, one can of Xtra Shift
as. —blindkatz66
You don't want to kill her! Try using B3 instead of Xtra Shift. —themindmoves

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